
Subject: Mortar Question

Posted by [N1warhead](#) on Tue, 01 Jul 2008 15:48:24 GMT

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I have just created a mortar weapon for the mod, and I was wondering, is it possible to make it only shoot when you crouch?

If not I guess I will get over it lol.

Subject: Re: Mortar Question

Posted by [GEORGE ZIMMER](#) on Tue, 01 Jul 2008 16:40:31 GMT

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Not entirely, though you could talk to AR's staff and ask them how they'll be setting up deployable characters.

Basically, give the guy a dummy weapon (Looks real but doesn't do anything), and he can only fire when deployed. You could then just make the "deployed" animation a crouching animation.

Subject: Re: Mortar Question

Posted by [N1warhead](#) on Tue, 01 Jul 2008 18:03:08 GMT

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Cabal8616 wrote on Tue, 01 July 2008 11:40
Not entirely, though you could talk to AR's staff and ask them how they'll be setting up deployable characters.

Basically, give the guy a dummy weapon (Looks real but doesn't do anything), and he can only fire when deployed. You could then just make the "deployed" animation a crouching animation.

What is AR?

THanks for the help,
N1warhead.

Subject: Re: Mortar Question

Posted by [cpjok](#) on Wed, 02 Jul 2008 13:06:04 GMT

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yes you can do it like that you just need a deploying animation for it to jumpdown and build a cover then they shoot in there
