Jerad Gray wrote on Tue, 05 December 2006 07:28Do you know what would be the easiest way to do it would be. Just attach a script that would change you model when sent a custom, then when ever you hit the "X" key or something like that it would load up the new model in which all the animations were prone. Have it set up like a toggle sort of deal, if you hit "X" again it loads up the normal model with you standing.

I have tested this now and it works (don't ask for it the crawl animations they really suck [it isn't even a crawl, I just converted all animations for the second model to the crouch animation, but it would be easily to make the crawl animations for some one who is good at making human animations, and it would even look good]) all I had to do is make a new skeleton [ex. S_J_Human] and set up the animations for the skeleton replacing the walking and running animations, and when I exported the human model I changed its skeleton from S_A_Human to S_J_Human. But there is one problem, you can jump, but if you didn't want to be able to move or jump you could set it up to create an invisible box when you hit the "X" key at you position, that would stop you from jumping or moving.