Cabal8616 wrote on Tue, 01 July 2008 11:40Not 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.