
Subject: A idea about crouching making you smaller?
Posted by [Viking](#) on Tue, 19 Sep 2006 18:05:46 GMT
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When you crouch the boundry box stays the same. You cant have its size change but.

I was thinking, mabe make two seperate boxes one for around the legs and one around the top part of the charactor. Attach the top one to the bone for the head or somthing. Then when you crouch it would move the top boundry box and you could go into smaller spaces?

Only think tho is if you let go of the crouch button you would stand up into the roof!

Hell I dont know if you can event do this if somone can test this that would be cool I might do it later if nobody else dose?

DONT CALL ME A IDIOT IF THIS DOSENT WORK ITS JUST A THOUGHT I HAD!!

Subject: Re: A idea about crouching making you smaller?
Posted by [jnz](#) on Tue, 19 Sep 2006 18:13:38 GMT
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IDIOT! just kidding,

i suppose it could be possible. mabe there should be a script that stops you from "un-crouching" if the box will hit a roof of a low building.

Subject: Re: A idea about crouching making you smaller?
Posted by [JeepRubi](#) on Tue, 19 Sep 2006 19:04:33 GMT
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Bone the top vertexes of the collision box to the head bone?

Subject: Re: A idea about crouching making you smaller?
Posted by [Kamuix](#) on Tue, 19 Sep 2006 19:08:07 GMT
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I've often wondered the same thing

Subject: Re: A idea about crouching making you smaller?
Posted by [Viking](#) on Wed, 20 Sep 2006 02:13:51 GMT
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So you think it might work? Cool I am gonna test it then!

Subject: Re: A idea about crouching making you smaller?
Posted by [Oblivion165](#) on Wed, 20 Sep 2006 03:38:23 GMT
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Im missing something here, the box would always be with your head, so how would it change anything from the normal crouch/stand if you in a low area. It would interact with height scenery the same as with the original. It will likely move down with the character, but when you stand back up the max height would be the same as a standard bounding box...

am i speaking non-sense?

Subject: Re: A idea about crouching making you smaller?
Posted by [icedog90](#) on Wed, 20 Sep 2006 06:30:16 GMT
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He means having the first box (which covers the upper half of the character) move down with the head when you crouch. Someone ought to try this or figure this out. That'd be cool.

Subject: Re: A idea about crouching making you smaller?
Posted by [Spice](#) on Wed, 20 Sep 2006 07:13:08 GMT
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It wouldn't work, the world box will then collide with the ground mesh and the animation would override the collision settings sending the worldbox into the ground mesh. That would then cause your character to be stuck and unable to move.

I've never tried it but I doubt it will work. I do have a theory that may work though. Which would be to make the world box from feet to the maximum crouching height at which the head is and create another collision blocker for the rest of the body at would be linked to the head bone.

You will then have to re-export a new skeleton though because exporting the character as a child to the Skeleton A (Default Renegade skeleton) will not change the world box. Since you will be exporting a new Parent Skeleton, none of the existing animations will work with it. You would have to re-export all of the animations with the new skeleton as their parent.

I believe it will work, or some form of it will work. That's my theory though.

Subject: Re: A idea about crouching making you smaller?
Posted by [Oblivion165](#) on Wed, 20 Sep 2006 13:19:57 GMT
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icedog90 wrote on Wed, 20 September 2006 02:30He means having the first box (which covers the upper half of the character) move down with the head when you crouch. Someone ought to try this or figure this out. That'd be cool.

yeah i got that, its just that he said "Only think tho is if you let go of the crouch button you would stand up into the roof!"

Thats what im questioning
