Posted by GEORGE ZIMMER on Tue, 01 Jul 2008 16:40:31 GMT
View Forum Message <> Reply to Message

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.