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Subject: Player visceroids?

Posted by [Spetz5](#) on Sat, 29 Jul 2006 02:44:12 GMT

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How can one make a player controlled visceroid, With the movement animation and all. the AI ones have M00\_Visceroidinnate\_DAY on them, and they play their animation then, But it wont let the player move or fire. I've tried putting C\_VISCEROID.C\_VISCEROID in the animations box, But he still remains static. Any way to allow a player to control the visceroid, and have it doing those animations?

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