
Subject: Re: Visceroid Problems

Posted by [Jerad2142](#) on Sat, 03 Feb 2007 16:16:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Because I made a script that spawns visceroids just like in single player, but they don't move. Even if I do attach the script M04_Hunter_JDG (through scripts). Maybe its not attaching for some reason.
