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Subject: Re: melee attacks

Posted by [GEORGE ZIMMER](#) on Sun, 14 Sep 2008 12:47:13 GMT

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Yeah, AI sucks with melee. You basically need custom scripting for it to work as far as I know. A temporary fix for this is the M10 or M11 (I forgot which one it's numbered) crypt mutant spawner. Used by those mutants in the crypt. I think it triples its speed, and they'll run up to you and do tib damage. They don't ACTUALLY do conventional damage, though. It's sort of weird.

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