
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?

Subject: Re: Player visceroids?

Posted by [bisen11](#) on Sat, 29 Jul 2006 03:09:11 GMT

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I think what usually must happen is the visceroid is too fat of a character so that when people buy it from a pct or something they will get stuck to it or if they are near a wall. I've used the character buy zones before to make people visceroids and they've worked.

Subject: Re: Player visceroids?

Posted by [havoc9826](#) on Sat, 29 Jul 2006 03:35:49 GMT

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Send Whitedragon a PM and see if he'll give you a hint. Either he or vloktboky made the visceroid with the full animation as a random character from the crates in Black-Cell's Dragonade (parent of SSAOW). Here's a video.

Oh, and before anyone asks, I don't have clearscope. There are no hand models shown when I switched to 1st person because visceroids don't have any (they're blobs).

Subject: Re: Player visceroids?

Posted by [Spetz5](#) on Sat, 29 Jul 2006 14:03:34 GMT

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No bisen, I'm not sure thats the exact problem. Because it wouldn't deny the ability to fire would it? Also, I can buy a static visceroid, and I can move him. But i've only ever got the animation working with M00_Visceroidinnate_DAY, which is also the one that denied my ability to move or fire.
