Subject: Visceroid Problems
Posted by Jerad2142 on Sat, 03 Feb 2007 01:59:31 GMT
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Has anyone ever gotten the visceroid to move around on its own in multiplayer, if so what scripts did you use?

Subject: Re: Visceroid Problems
Posted by =HT=T-Bird on Sat, 03 Feb 2007 12:42:38 GMT
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Jerad Gray wrote on Fri, 02 February 2007 19:59Has anyone ever gotten the visceroid to move around on its own in multiplayer, if so what scripts did you use?
BC's done it...ask WD

Subject: Re: Visceroid Problems
Posted by Canadacdn on Sat, 03 Feb 2007 15:21:26 GMT
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I use the M04_Hunter script to make them move around.

Subject: Re: Visceroid Problems
Posted by Jerad2142 on Sat, 03 Feb 2007 16:16:08 GMT
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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.

Subject: Re: Visceroid Problems
Posted by reborn on Sat, 03 Feb 2007 19:06:17 GMT
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By defualt they use innate behaviour. I changed that setting and they worked fine afterwards...

Subject: Re: Visceroid Problems
Posted by Canadacdn on Sat, 03 Feb 2007 21:03:30 GMT
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When you spawn Visceroids, also make sure they are spawning a bit above ground, because

when spawned normally, they get stuck in the ground.

Subject: Re: Visceroid Problems
Posted by jnz on Sun, 04 Feb 2007 15:52:30 GMT
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i got a visceroid to follow me around. but how do i get it to killme?

Subject: Re: Visceroid Problems
Posted by Jerad2142 on Sun, 04 Feb 2007 17:05:53 GMT
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You would probably have to attach a turret script. But I have CPU killers scripts, and he has some advanced vehicle ai scripts in there and I might be able to attach these and get it to work.