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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 that's 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.

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