
Subject: Re: Viceroids

Posted by [Omar007](#) on Fri, 31 Oct 2008 18:59:10 GMT

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in the file ARMOR.ini there is completely down a few things of viseroids.

It looks like this:

```
[Visceroid_Probability]
TiberiumRaw=0.10
TiberiumBullet=0.15
TiberiumShrapnel=0.20
Chem=0.25
Visceroid=1.00
```

Filling in 1 means 100% chance. 0.20 is 20% chance etc.

You can also if you like add more warheads. They don't need to be tiberium warhead. Just add to the list like this :

```
.....
C4=0.75
Repair=0.25
Steel=0.20
etc
```

Or if you want to turn into a visceroid if you fall to death add:

```
.....
Earth=1.00
```

I've added a armor.ini of renegade. Change the values to your needs and put in Data folder

*EDIT. I believe you have to be hoster for this to work. Joining online will take the standard values used on the server.

File Attachments

1) [armor.ini](#), downloaded 60 times
