
Subject: Visceroids...DO NOTHING!
Posted by [EatMyCar](#) on Sun, 13 Mar 2005 15:40:39 GMT
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OK. i've noticed this occaisionly. but the visceroids do nothing. they just sit there like horny blobs of jelly, then fade away. wtf is that? they should chase people down, spray them, and not dissapeer. can this please be fixed? or make the 'visceroid' crate turn you INTO a visc with a chem-sprayer. that would be cool.

Subject: Visceroids...DO NOTHING!
Posted by [alkovroxjoosox](#) on Sun, 13 Mar 2005 15:43:26 GMT
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I can see it now...Visceroid March 2...

Anyway, I like this idea. o_O!

Subject: Visceroids...DO NOTHING!
Posted by [Blazer](#) on Mon, 14 Mar 2005 01:46:10 GMT
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Visceroids have nothign to do with RenGuard.

Subject: Visceroids...DO NOTHING!
Posted by [Hatershomie990](#) on Mon, 14 Mar 2005 23:50:52 GMT
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blazer is no fun

Subject: Visceroids...DO NOTHING!
Posted by [WNxCABAL](#) on Tue, 15 Mar 2005 00:10:09 GMT
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Hatershomie990blazer is no fun
shh

Subject: Visceroids...DO NOTHING!
Posted by [Jzinsky](#) on Fri, 18 Mar 2005 13:21:37 GMT
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Actually that is a good point, there isn't much reason for it. Maybe if you got that crate and turned into a visceroid that would be cool, or a pain if you've spent a load on a character. Also, while I'm thinking of it, turning into an AI Visceroid when you die in Tiberium?

Subject: Re: Visceroids...DO NOTHING!
Posted by [booboo](#) on Wed, 15 Jun 2005 01:58:16 GMT
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realy do put viceroy's or whatever der caled on there that would be cool realy do it or im comin after ya

Subject: Re: Visceroids...DO NOTHING!
Posted by [Spoony_old](#) on Wed, 15 Jun 2005 13:18:55 GMT
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booboo wrote on Tue, 14 June 2005 21:58 realy do put viceroy's or whatever der caled on there that would be cool realy do it or im comin after ya
vice-roy Audio pronunciation of "Viceroy" (P) Pronunciation Key (vsroi)
n.

1. A man who is the governor of a country, province, or colony, ruling as the representative of a sovereign

Subject: Re: Visceroids...DO NOTHING!
Posted by [Obelisk](#) on Wed, 15 Jun 2005 23:11:35 GMT
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Depends on how you use them though.

Subject: Re: Visceroids...DO NOTHING!
Posted by [kinghigh1](#) on Wed, 15 Jun 2005 23:31:27 GMT
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booboo wrote on Tue, 14 June 2005 20:58 realy do put viceroy's or whatever der caled on there that would be cool realy do it or im comin after ya

I drink and type too

Subject: Re: Visceroids...DO NOTHING!
Posted by [reborn](#) on Wed, 15 Jun 2005 23:42:49 GMT

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couldn't it be allowed to have innate behaviour or something?

Subject: Re: Visceroids...DO NOTHING!

Posted by [Jecht](#) on Thu, 16 Jun 2005 00:51:33 GMT

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crate visceroids are a part of Brenbot right?

Subject: Re: Visceroids...DO NOTHING!

Posted by [flyingfox](#) on Thu, 16 Jun 2005 11:02:00 GMT

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They do chase you down in single player. Sometimes they won't move, but some of them give chase if you get close and do a lot of damage if you don't kill them quickly.

Subject: Re: Visceroids...DO NOTHING!

Posted by [reborn](#) on Thu, 16 Jun 2005 11:42:54 GMT

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no, they are part of the scripts.dll

but it would be really easy for BHS in a new update to make the visceroid act like a bot and try and kill people. Would be nice

Subject: Re: Visceroids...DO NOTHING!

Posted by [uurmek](#) on Thu, 16 Jun 2005 15:50:42 GMT

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I have played on a server before that when you died an AI visceroid with a chem sprayer appeared in your place and attacked people. I don't remember which server, but I think it was one of those stupid Crazy AOW servers. It would be nice to have the regular ones from the crate do the same though.

Subject: Re: Visceroids...DO NOTHING!

Posted by [Dave Mason](#) on Thu, 16 Jun 2005 16:31:07 GMT

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kinghigh1 wrote on Thu, 16 June 2005 00:31booboo wrote on Tue, 14 June 2005 20:58 really do put viceroy or watever der caled on there that would be cool really do it or im comin after ya

I drink and type too

Nah, your useless and dim-witted posts are just due to your lack of common sense and utter stupidity.

Subject: Re: Visceroids...DO NOTHING!
Posted by [-MP-pino](#) on Thu, 16 Jun 2005 16:33:12 GMT
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the only thing ther good for are for a kill after som1 got the death crate

Subject: Re: Visceroids...DO NOTHING!
Posted by [kinghigh1](#) on Thu, 16 Jun 2005 16:35:50 GMT
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DJM wrote on Thu, 16 June 2005 11:31kinghigh1 wrote on Thu, 16 June 2005 00:31booboo wrote on Tue, 14 June 2005 20:58 really do put viceroy's or whatever der caled on there that would be cool really do it or im comin after ya

I drink and type too

Nah, your useless and dim-witted posts are just due to your lack of common sense and utter stupidity.

You wannabe my friend ,don't you

Subject: Re: Visceroids...DO NOTHING!
Posted by [reborn](#) on Wed, 06 Jul 2005 08:59:47 GMT
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Have now updated one of the MP servers with this feature.. (Turbo AOW on euro listings)

<http://www.multiplayerforums.net/index.php?showtopic=5275>

pretty much do what EatMyCar was saying..

Subject: Re: Visceroids...DO NOTHING!
Posted by [BeastieJ](#) on Wed, 06 Jul 2005 09:04:25 GMT
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Viceroids were pretty nasty in the original C&C.

Now, in Renegade, they're annoyances, at best... like Jonzay from IRC.

Subject: Re: Visceroids...DO NOTHING!

Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 09:08:57 GMT

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I noticed that Visceroids, the selectable Extra unit(GDI side only), gives you a lady in army formal attire with a Grenade Launcher. How much work would it be to change that playable unit into a playable Visceroid? A lot?

Subject: Re: Visceroids...DO NOTHING!

Posted by [reborn](#) on Wed, 06 Jul 2005 10:14:53 GMT

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Not allot at all, you could change the object.ddb so that a character you purchase gives you this characters\visceroid\c_visceroid.w3d model, preset name CnC_Visceroid instead of the current one. You would also have to edit the settings presets to give it a weapon and upgrade its health a bit. But if you wanted too it would be quite easy to replace the visceroid as an in game character instead of a current one.

If you have a server and would like this then i'd make it for you.

Subject: Re: Visceroids...DO NOTHING!

Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 12:54:07 GMT

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I don't have a dedicated server, myself. No code to run one and there's more than enough servers up at any given time as it is. I just think it'd be a neat modification for any server to run. Obviously, you'd also have to decrease the Visceroid's speed and make sure it regenerates when on tiberium, too. But it sounds simple enough. Anyone who can pick apart "always.dat" and can operate a word processor sounds capable of making stuff like that. Makes me wonder if I could easily lower the armor of buildings like that.

Subject: Re: Visceroids...DO NOTHING!

Posted by [piotrkol1](#) on Thu, 14 Jul 2005 03:57:51 GMT

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i tried putting in a viseroid but it didnt move at all when u buy 1.....

Subject: Re: Visceroids...DO NOTHING!

Posted by [ghost](#) on Thu, 14 Jul 2005 03:58:57 GMT

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alkovroxjoosox wrote on Sun, 13 March 2005 07:43I can see it now...Visceroid March 2...

Anyway, I like this idea. o_O!

I might just start a mod like this,i did like the mod.

Subject: Re: Visceroids...DO NOTHING!

Posted by [da_bitch](#) on Fri, 29 Jul 2005 21:03:07 GMT

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i just thought when i first saw the visceroids they weere a tree trunk
but then they got blobby so that wasent true
