
Subject: Viceroids

Posted by [ErroR](#) on Fri, 31 Oct 2008 18:04:36 GMT

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In sp viceroids are generated from tiberium weapons (sometimes) how? i looked and din't see any script :\ or is it script zones (don't think so)?

Subject: Re: Viceroids

Posted by [IronWarrior](#) on Fri, 31 Oct 2008 18:39:44 GMT

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Hmm, this be cool for MP.

Subject: Re: Viceroids

Posted by [reborn](#) on Fri, 31 Oct 2008 18:51:30 GMT

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You mean you want an AI visceroid to be created when someone is killed from tiberian, whether weaponised or naturally occurring in a field? Or you want the person turned into a visceroid in these conditions?

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 119 times

Subject: Re: Viceroids

Posted by [ErroR](#) on Fri, 31 Oct 2008 19:50:06 GMT

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preety cool but i think if u are turned into a viceroid i'ts more fun

Subject: Re: Viceroids

Posted by [reborn](#) on Fri, 31 Oct 2008 20:01:10 GMT

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Do you mean turned into a visceroid, or it leaves an AI visceroid behind?

Subject: Re: Viceroids

Posted by [ErroR](#) on Fri, 31 Oct 2008 20:04:24 GMT

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edit: awesome but it seems it does not work (i aded some and put 1.00 and nothing)

Subject: Re: Viceroids

Posted by [reborn](#) on Fri, 31 Oct 2008 20:05:48 GMT

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Dude, have you got me on ignore or something?

[Ninja Edit]

Infact, nevermind.

Subject: Re: Viceroids

Posted by [ErroR](#) on Fri, 31 Oct 2008 20:12:50 GMT

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no no no i don't.. turned into a viceroid. i was just afk and trying to see if the armor.ini works.
sorry to "ignore" you

Subject: Re: Viceroids

Posted by [Omar007](#) on Fri, 31 Oct 2008 22:01:51 GMT

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afaik and said before you have to be the hoster for it to work (pretty bad you need 2 people for it since you can't shoot yourself).
And maybe it doesn't work at all
This is all i found about changing into visceroid while making Tiberium Redux

You better try the 'default' warheads also first.

Subject: Re: Viceroids

Posted by [ErroR](#) on Sat, 01 Nov 2008 09:55:42 GMT

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Omar007 wrote on Sat, 01 November 2008 00:01 afaik and said before you have to be the hoster for it to work (pretty bad you need 2 people for it since you can't shoot yourself).
And maybe it doesn't work at all
This is all i found about changing into visceroid while making Tiberium Redux

You better try the 'default' warheads also first.

I know i have to (no noob) i tried hosting a 1 p game with bots (btw do there need to be real players??) and when trying to kill myself with tib nothing happened

Subject: Re: Viceroids

Posted by [ErroR](#) on Sat, 01 Nov 2008 18:40:53 GMT

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It seems it only works in SP(making viceroids with chaingun lolz, then the viceroids make other viceroids then other viceroids make other viceroids.....) not in MP.. (i forgot to mention i want in MP) any suggestion on how to make it work in MP?

Subject: Re: Viceroids

Posted by [Omar007](#) on Sat, 01 Nov 2008 19:11:10 GMT

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Nope sorry this is all i can tell you.

I didn't expected that i wouldn't work in hosting but i was sure about SP (didn't thought anyone would play it)

I assume that even if you get killed by a bot it didn't worked??

If i find more about it while making Tiberium Redux i'll tell it

Subject: Re: Viceroids

Posted by [ErroR](#) on Sat, 01 Nov 2008 21:32:44 GMT

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Where did my post go? Any ideas on how to make it work in MP? or a script maybe?

Subject: Re: Viceroids

Posted by [Veyrdite](#) on Sun, 02 Nov 2008 10:05:40 GMT

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changes all Visceroid=0.0000 lines to true for building armour/skins

Subject: Re: Viceroids

Posted by [Omar007](#) on Sun, 02 Nov 2008 10:28:07 GMT

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already is 1.000 on all except at the 'BLAMO' nad the 'c4' skin which HAS TO BE 0!!!

In the armor.ini you must not change any other settings.
