
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 127 times
