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Subject: Re: visceroid

Posted by [reborn](#) on Mon, 12 May 2008 09:50:36 GMT

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I believe you're using CnC\_Visceroid instead of Visceroid. CnC\_Visceroid has not got the "UseInnateBehaviour" enabled on it's settings in level edit. There is most likely a way to enable this via the API, but you will most likely find it easier to enable it as part of an objects.aow/gm mod (server side).

It should now be a mean ass mofo...

If you're wanting to make a crate that turns you into a Visceroid then that's another thing altogether.

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