

---

Subject: visceroid  
Posted by [Poskov](#) on Thu, 08 May 2008 22:19:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

is there a way to make the visceroid no spawn/startup stuck?

---

---

Subject: Re: visceroid  
Posted by [bisen11](#) on Fri, 09 May 2008 13:10:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You mean make it so a visceroid doesn't get stuck when you become one? You have to make sure you aren't near a wall when you buy one. So like if you were to make a script zone that had a buy character on enter script that wasn't near a wall, that'd work.

---

---

Subject: Re: visceroid  
Posted by [Poskov](#) on Fri, 09 May 2008 21:27:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

it has nothing to do with walls;  
ever wonder why freshly spawned visceroids in singleplayer don't move or attack until someone pushes them unstuck?

---

---

Subject: Re: visceroid  
Posted by [Veyrdite](#) on Sat, 10 May 2008 02:40:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Don't they stick into the floor?

---

---

Subject: Re: visceroid  
Posted by [havoc9826](#) on Sat, 10 May 2008 06:01:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

visceroid crate

That video's from Black-Cell nearly 2 years ago. See if Whitedragon's willing to reveal that secret (it took quite a while for both him and vloktboky to figure that one out), or if Reborn has managed to reproduce it.

---

---

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

---

[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

---

Subject: Re: visceroïd  
Posted by [cnc95fan](#) on Mon, 12 May 2008 10:17:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That's an interesting video.. Although CMDBob made something similar, which a vehicle, and he was able to change weapon on it, like an infantry unit.

---

---

Subject: Re: visceroïd  
Posted by [RaptorX](#) on Sun, 29 Jun 2008 06:09:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

can you send me this mod please? i want to know how to do that

---

---

Subject: Re: visceroïd  
Posted by [mr£ÄŞÄ-z](#) on Sun, 29 Jun 2008 07:30:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cnc95fan wrote on Mon, 12 May 2008 05:17 That's an interesting video.. Although CMDBob made something similar, which a vehicle, and he was able to change weapon on it, like an infantry unit.

I did that too, but you needed to use the "1 , 2 ,3 ,4" buttons to change the Weapon of the Vehicle

---

---

Subject: Re: visceroïd  
Posted by [wittebolx](#) on Sun, 29 Jun 2008 11:13:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you can also attach a script that when you turn into a visceroïd the script activates an unstuck command.  
thats the way i do it.

---

after 2 seconds of purchasing a visceroid by command or crate, the visceroid jumps once, then you are no longer stuck

---