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Subject: Working SSM Launcher model

Posted by [flyingfox](#) on Fri, 13 Aug 2004 00:42:55 GMT

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blazea's SSM is just the standard SSM that fires the missile out of it's arse. It can work if it goes flying over something and drops the missile, or more appropriately, bomb on the target.

Maybe you should make a test map, grab the SSM as an extra vehicle to add (don't know how you're supposed to call it) and mess around with it's settings in renx. It could be you just need to change the point and direction in which it fires the missile. renalert has a working SSM but it's out of date because of the new patch. maybe one of the team could send you the model with the correct settings.

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