

---

Subject: Re: SAM Sites

Posted by [DeathKnight](#) on Sat, 22 Oct 2005 06:21:34 GMT

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

---

Thanks everyone, I got help from ESCALADE (Don't know if he posts around here, but he does our forums). I got it to work using the  
Object>Vehicle>Mounted>Nod\_Sam\_Site>Sam\_Site\_Quick\_Turn preset along with the  
M07\_Sam\_Site\_Logic script (I also tweaked the ammo so that the missiles track).

---