
Subject: homing missiles

Posted by [\[REHT\]Spirit](#) on Sat, 26 Jul 2003 00:33:18 GMT

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Check the "IsTracking" checkbox in the ammo/projectile settings, assuming you want them to act like MRLs rockets.

For turrets, use a script like M00_Base_Defense for them to auto-shoot enemy units.

For lock-on missile pods that auto-fire for your aircraft, use the MMK2 script that attaches a turret, and set up the turret with an M00_Base_Defense script + something like the MRLs' projectile.
