
Subject: Re: Sam Sites

Posted by [cAmpa](#) on Tue, 12 Jun 2012 18:38:49 GMT

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Generalcamo wrote on Tue, 12 June 2012 20:02 Stock Renegade does NOT use tracking missiles. That is why, in the post I posted above, I said to modify the ammo so that it tracks, that way it is useful against aircraft. Other wise, the aircraft would need to be in one place in order to be useful.

Ah i got what you mean, thank you.

```
WeaponDefinitionClass *d = (WeaponDefinitionClass
*)Find_Named_Definition(Get_Current_Weapon(obj));
if (d)
{
    unsigned long AmmoID = d->PrimaryAmmoDefID;
    AmmoDefinitionClass *AmmoDef = (AmmoDefinitionClass*)Find_Definition(AmmoID);
    if (AmmoDef)
        AmmoDef->IsTracking = true;
}
```

This does fix it but only server side, for the client they still shoot in the air, is there a client update needed?

Edit: Yep tested it, for 4.0 user's we would have to let them download a custom objects.ddb what really sucks.

(older scripts 3.44 etc it does work fine)
