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Subject: Help with Air Units

Posted by [FalconAtl](#) on Thu, 20 Mar 2003 14:30:49 GMT

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Thanks to SgtMay and his OrcaBomber I have been able to produce several air units, F4, F14, F15, F16, F18, B1B, F117, SR71 and on and on.

Problem: The units all function fine except they are not recognized as enemy units by SAM sites or other enemy AI. Some of the SAM sites take one brief shot at the unit then hibernate. Other units (existing units) trigger the SAM and AI units and they fire endlessly on them, but not on the units I have built.

Any ideas on why these units will not attract enemy fire ?

Any help would be appreciated.

Thanks !!!  
FalconAtl

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