
Subject: C&C Commando: SAM Site tests successful!
Posted by [Deactivated](#) on Sat, 01 May 2004 09:20:27 GMT
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jonwilSeaman, how are you implementing this?

My way works great (just tested it)

Simply, it employs the unused SAM Site logic.

As I said on other thread, the game is hardcoded to look up for certain animations for the SAM Site.

It attacks only flying vehicles. Infantry and ground vehicles are ignored.
It fires a salvo of missiles and then returns underground to reload and then pops up again to fire.
The reload/burst value must match the animation length, otherwise errors occur and the SAM starts shooting from inside the bunker.
