Subject: C&C Commando: SAM Site tests successful!
Posted by Deactivated on Fri, 30 Apr 2004 18:43:14 GMT
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I have successfully reimplemented Tiberian Dawn-style Surface-to-Air Missile Sites.

They pop up when you fly near them and go underground after it has destroyed the target.

No additional scripting needed

Subject: C&C Commando: SAM Site tests successful!
Posted by smwScott on Fri, 30 Apr 2004 18:56:30 GMT
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Sounds cool, but from the screenshot it looks as if the SAM is really just invisible. Does it really go under ground or is it always in the same place as far as hit and collision detection goes, with a little animation that pops up?

Subject: C&C Commando: SAM Site tests successful!
Posted by Deafwasp on Fri, 30 Apr 2004 18:58:24 GMT
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I dont think that matters. Here is a question though, can you walk over them when they ain't popped up?

Subject: C&C Commando: SAM Site tests successful!
Posted by Deactivated on Fri, 30 Apr 2004 19:02:55 GMT
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DeafwaspI dont think that matters. Here is a question though, can you walk over them when they ain't popped up?

No.

Subject: C&C Commando: SAM Site tests successful!
Posted by Blazer on Fri, 30 Apr 2004 20:40:21 GMT
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Whats the use of an underground structure, that cannot be walked or driver over, and people can still hit and damage the invisible SAM that is actually invis aboveground

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Subject: C&C Commando: SAM Site tests successful!
Posted by Deactivated on Fri, 30 Apr 2004 20:51:13 GMT
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BlazerWhats the use of an underground structure, that cannot be walked or driver over, and people can still hit and damage the invisible SAM that is actually invis aboveground

No, you got it wrong.
When it's underground, it is very hard to destroy it.
When it exposes its turret (pops up from underground bunker) to fire the missiles, it becomes vulnerable.

In Tiberian Dawn, if you didn't have Commando, you would have to send aircraft flying over it and then destroy it by attacking it with ground troops when it has exposed itself.

Subject: C&C Commando: SAM Site tests successful!
Posted by PiMuRho on Fri, 30 Apr 2004 21:09:21 GMT
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In Tiberian Dawn, any unit could eventually destroy a SAM site. I frequently used groups of grenadiers to do it.

Subject: C&C Commando: SAM Site tests successful!
Posted by Deactivated on Fri, 30 Apr 2004 21:19:09 GMT
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PiMuRhoIn Tiberian Dawn, any unit could eventually destroy a SAM site. I frequently used groups of grenadiers to do it.

I never said that the SAM is totally immune to damage.

Subject: C&C Commando: SAM Site tests successful!
Posted by SuperFlyingEngi on Fri, 30 Apr 2004 21:35:30 GMT
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It would be bad form to drive over an underground structure anyway, because if an arcraft zoomed by then the missile launcher would pop up and smash in to a person or tank or something.

Subject: C&C Commando: SAM Site tests successful!
Posted by Cebt on Fri, 30 Apr 2004 22:30:49 GMT
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i think its good that you cant walk over it and driver over it... that keeps you from getting stuck if it suddenly pops up

anyway good work is there any chance that the way to do it will be given to the public?

Subject: C&C Commando: SAM Site tests successful!
Posted by IRON FART on Fri, 30 Apr 2004 22:32:10 GMT
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Is it classified as a vehicle or structure?

There must be some way to be able to drive over it.

Subject: C&C Commando: SAM Site tests successful!
Posted by Deactivated on Fri, 30 Apr 2004 22:33:26 GMT
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Cebtis there any chance that the way to do it will be given to the public?

JonWil is working on a SAM Site script.

Subject: C&C Commando: SAM Site tests successful!
Posted by Deactivated on Fri, 30 Apr 2004 22:37:03 GMT
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IRON-FARTIs it classified as a vehicle or structure?

Vehicle.

Subject: C&C Commando: SAM Site tests successful!
Posted by Cebt on Fri, 30 Apr 2004 22:38:16 GMT
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IRON-FARTIs it classified as a vehicle or structure?

There must be some way to be able to drive over it.

from what i know all those kinds of turrets are classified as vehicles... its only the big base

---

defenses that are structure...

and it sounds good that its gonna be public

Subject: C&C Commando: SAM Site tests successful!
Posted by m1a1_abrams on Fri, 30 Apr 2004 23:29:24 GMT
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I like the reticle in the style of the Tiberian Dawn attack cursor.

Subject: C&C Commando: SAM Site tests successful!
Posted by jonwil on Sat, 01 May 2004 00:06:40 GMT
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If you use JFW_Base_Defence_Aircraft_Only_Animated_Secondary (comming in 1.7) along with the b_samsite-up.gmax from the buildings.zip on the westwood FTP, you get (hopefully) fully working popup sam sites with everything in place.

Subject: C&C Commando: SAM Site tests successful!
Posted by icedog90 on Sat, 01 May 2004 01:03:19 GMT
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Even though nobody asked this, the reason why you can't walk or drive over the SAM Site is because of the world box that covers the whole SAM Site, including the height that the SAM Site pops out to.

SeaMan, I've been trying to contact you on AIM, could you sign on some day? :rolleyes:

Subject: C&C Commando: SAM Site tests successful!
Posted by jonwil on Sat, 01 May 2004 02:45:26 GMT
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Seaman, how are you implementing this?

My way works great (just tested it)

Subject: C&C Commando: SAM Site tests successful!
Posted by sniper12345 on Sat, 01 May 2004 05:08:58 GMT
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hides thread from ACK

Subject: C&C Commando: SAM Site tests successful!
Posted by Deactivated on Sat, 01 May 2004 09:08:20 GMT
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icedog90SeaMan, I've been trying to contact you on AIM, could you sign on some day? :rolleyes:

I have been online for the for most of the day on yesterday and I didn't see you online.

Subject: C&C Commando: SAM Site tests successful!
Posted by Madtone on Sat, 01 May 2004 09:19:15 GMT
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Maybe just put a small fence around it. that would solve people colliding with invisible objects.

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.

Subject: C&C Commando: SAM Site tests successful!
Posted by TnTANDY on Sat, 01 May 2004 12:43:44 GMT
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MadtoneMaybe just put a small fence around it. that would solve people colliding with invisible objects.
Cool, got my vote

Subject: C&C Commando: SAM Site tests successful!
Posted by Jaspah on Sat, 01 May 2004 23:34:57 GMT
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Yeah, maybe some sandbags with a little barbed wire.

Subject: C&C Commando: SAM Site tests successful!
Posted by icedog90 on Sun, 02 May 2004 00:02:41 GMT
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Me and jonwil have brainstormed and I tested to find if you can animate world boxes to move, it is 100% impossible in my knowledge to animate them to move. Making them move is a big hassle as making the SAM behave more like a vehicle, and also, n00bs would stand on top of it to keep the SAM from popping out.

SeaManI have been online for the for most of the day on yesterday and I didn't see you online.

What time zone are you? Maybe we both have way different time zones. I'm Pacific Time Zone, GMT-08:00.

Subject: C&C Commando: SAM Site tests successful!
Posted by drunkill on Sun, 02 May 2004 08:10:17 GMT
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well, make a barrier os some sort, that you can shoot thu, then no one can get on top of it.

 oh ans as well, i think you should make it look like the real C&C SAM site, you know big rectangle, with the stripped line.

 go and look at SS's SAM, that looks good, if that was a little more clear, then it would rock to see it pop up. but anyway, good job.

 PS: sniper12345 whay would you want to hide the thread form ack? the red alert SAM's did not pop up, they were already there...

Subject: C&C Commando: SAM Site tests successful!
Posted by Deactivated on Sun, 02 May 2004 08:21:53 GMT
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icedog90
What time zone are you? Maybe we both have way different time zones. I'm Pacific Time Zone, GMT-08:00.

GMT +2.. so there's a 12 hour difference..

---

when you are up, I am sleeping.

Subject: C&C Commando: SAM Site tests successful!
Posted by Deactivated on Sun, 02 May 2004 11:26:23 GMT
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drunkillPS: sniper12345 whay would you want to hide the thread form ack? the red alert SAM's did not pop up, they were already there...

He hates to see things which are not related to Renegade Alert.

Subject: C&C Commando: SAM Site tests successful!
Posted by htmlgod on Sun, 02 May 2004 13:35:13 GMT
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What if you put physical and vehicle collision on the model of the SAM, and made the worldbox down below ground or something, and that way you could walk over it, but not through it when it is above ground.

Subject: C&C Commando: SAM Site tests successful!
Posted by Renardin6 on Fri, 07 May 2004 09:46:55 GMT
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Can you give me that stuff for my lazer turrets of Reborn ?

Subject: C&C Commando: SAM Site tests successful!
Posted by Deactivated on Sat, 08 May 2004 09:13:21 GMT
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It won't work for Laser Turrets, because the game is hardcoded to make it shoot only at aircraft.