
Subject: Working SSM Launcher model
Posted by [bighairybear](#) on Thu, 12 Aug 2004 21:41:55 GMT
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it must be out there somewhere.

Where can i find the working shooting SSM launcher model ?

Subject: Working SSM Launcher model
Posted by [PermaGrin](#) on Thu, 12 Aug 2004 21:43:15 GMT
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Inst there already one in Ren? I know Blazea58 puts a tricked out one on his stunt maps.

Subject: Working SSM Launcher model
Posted by [Naamloos](#) on Thu, 12 Aug 2004 23:19:55 GMT
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You mean like the RenAlert 992 V2 launcher?

Nope, unless you make it yourself.

Subject: Working SSM Launcher model
Posted by [flyingfox](#) on Fri, 13 Aug 2004 00:42:55 GMT
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blazea's SSM is just the standard SSM that fires the missile out of it's arse. It can work if it goes flying over something and drops the missile, or more appropriately, bomb on the target.

Maybe you should make a test map, grab the SSM as an extra vehicle to add (don't know how you're supposed to call it) and mess around with it's settings in renx. It could be you just need to change the point and direction in which it fires the missile. renalert has a working SSM but it's out of date because of the new patch. maybe one of the team could send you the model with the correct settings.

Subject: Working SSM Launcher model
Posted by [bighairybear](#) on Thu, 19 Aug 2004 18:28:11 GMT
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Ive tried using the one in renegade but it seems to fire the missile into its arse and blows up.

I given up on it now.

Subject: Working SSM Launcher model
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 19 Aug 2004 18:52:34 GMT
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Yeah I could drive it around but it doesnt shoot correctly.. as this guy says when you press fire button it explodes before it even shoots

Was the V2 in RenAlert made by the RenAlert guys? Because it looks exactly like the SSM launcher in renegade

Subject: Working SSM Launcher model
Posted by [PointlessAmbler](#) on Thu, 19 Aug 2004 19:12:13 GMT
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Several of the old Renegade Alert models were modified Renegade models with new textures.

Subject: Working SSM Launcher model
Posted by [tooncy](#) on Fri, 20 Aug 2004 13:03:11 GMT
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Yes. It actually fires a bomb down to the ground below it. If you ramp off of a angled surface and fire in midair you can see it.

Subject: Working SSM Launcher model
Posted by [Deactivated](#) on Fri, 20 Aug 2004 13:15:39 GMT
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It's not the model that's wrong.. the SSM weapon preset is messed up.

Subject: Working SSM Launcher model
Posted by [PCWizzardo](#) on Sat, 21 Aug 2004 04:16:00 GMT
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actually, I have found that it IS the model which is messed up. I once tried to modify the vehicle preset(to give it a different weapon), but I found that it fired from the origin. Upon importing the model into GMax, using the W3D Importer MaxScript, I found that it had no turret, barrel, or muzzle bones. That is why it works incorrectly. The SSM weapon is also wrong in that the muzzle velocity is nearly zero.
