**Subject: Anyone know how to get the SSM launcher to work?**
Posted by Anonymous on Fri, 22 Nov 2002 16:38:00 GMT
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   I cant figure otu how to get the SSM launcher to work right. I can get it to drive and shoot. but the munition just drops i was wondering if anyone knew how to fix it so that it shot balistically or like a cannon? PLZ help. I need it for my first public MOD CNC_Fortresses.

**Subject: Anyone know how to get the SSM launcher to work?**
Posted by Anonymous on Fri, 22 Nov 2002 17:17:00 GMT
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You can't fix that vehicle, you would need the gmax for it. The only team who's successfully done the V-2\SSM would be th Renegade Alert team and that's because we got the 3DS Max file for it so we could edit the firing bones.Remember, it's a mod or a modification, not a MOD.

**Subject: Anyone know how to get the SSM launcher to work?**
Posted by Anonymous on Fri, 22 Nov 2002 19:33:00 GMT
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thanx for the reply.you think i could get that 3ds file so i can make it too. Its ok if not. (it just would help save an already overwhelming project) and about the MOD thats just unknowingness on my part (its my first time letting out a mod after my AJC_TUNLMAZE blew up in my face cuz it was let out without my knowledge by a friend) . You think you can give me a few pointers on making GOOD maps cuz i know your if not the best, one of the best at map making. My MSN username is redoctober0002 and eamil is Redoctober0002@hotmail.comtnx anyways

**Subject: Anyone know how to get the SSM launcher to work?**
Posted by Anonymous on Sat, 23 Nov 2002 06:30:00 GMT
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can I get the .max file?