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Subject: SAM firing on Cargo plane  
Posted by [DL60](#) on Wed, 07 Mar 2007 19:51:56 GMT  
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I have a problem with the nod Flarak/sam\_site\_logic script.

Because of a design mistake in my map C&C\_Creekdale I want to add one flarak for Nod and GDI.

The problem is that the nod cargo plane can be spotted from the GDI base when it delivers vehicles and the flarak I added to the GDI base always fires on the cargo plane.

That is:

- off-putting for players
- distracting the GDI Flarak from possible targets (heli rushes..)
- getting on the players nerves

I tried to fix the problem with decreasing the range but it doesn't help. Then I tried to exchange the nod cargo plane preset with a custom one which is completely set to "neutral" but there is no entry where I can link to this custom preset (not in the c130.txt, building or something). So that isn't possible too.

And I don't want to use the heli animation because I modeled such a nice corridor for the cargo plane in the mountains.

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Subject: Re: SAM firing on Cargo plane  
Posted by [R315r4z0r](#) on Thu, 08 Mar 2007 04:41:31 GMT  
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I thought the cargo plane was neutral when targeted...

If that is true, it shouldn't be firing at it.

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Subject: Re: SAM firing on Cargo plane  
Posted by [Jerad2142](#) on Thu, 08 Mar 2007 05:57:24 GMT  
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razorblade001 wrote on Wed, 07 March 2007 21:41 I thought the cargo plane was neutral when targeted...

If that is true, it shouldn't be firing at it.

It is, but the vehicles inside of it are not, this could be correct by modifying the C130 Drop cinematic.

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Subject: Re: SAM firing on Cargo plane  
Posted by [danpaul88](#) on Thu, 08 Mar 2007 10:29:34 GMT  
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Try using JFW\_Base\_Defense\_VTOL\_Only instead of SAM\_Site\_Logic

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Subject: Re: SAM firing on Cargo plane  
Posted by [bisen11](#) on Thu, 08 Mar 2007 14:29:37 GMT  
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Jerad Gray wrote on Thu, 08 March 2007 00:57: razorblade001 wrote on Wed, 07 March 2007 21:41: I thought the cargo plane was neutral when targeted...

If that is true, it shouldn't be firing at it.  
It is, but the vehicles inside of it are not, this could be correct by modifying the C130 Drop cinematic.  
Just be careful not to get run over.

Oh, and you could also make your own presets for the vehicles and make them neutral then edit the nod PCT to do those instead.

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Subject: Re: SAM firing on Cargo plane  
Posted by [Jerad2142](#) on Thu, 08 Mar 2007 14:55:43 GMT  
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Okay here is what it does when approaching the air field it is neutral. Less than a second before drop it turns to nod (this way the harvester won't do weird stuff). And yes I have tested it, and it will work even if you don't have JFW's scripts, because it uses Renegades scripts (but it does work with JFW's scripts).  
Just put it in your mod folder (or mix) and export it and it will take effect.

#### File Attachments

1) [cnc\\_c130drop.txt](#), downloaded 172 times

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Subject: Re: SAM firing on Cargo plane  
Posted by [Jerad2142](#) on Fri, 09 Mar 2007 05:58:14 GMT  
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So did you get it to work?

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Subject: Re: SAM firing on Cargo plane  
Posted by [DL60](#) on Fri, 09 Mar 2007 19:26:26 GMT

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I was off since I posted that topic. I m going to try it.

Thanks for all your help guys!

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**Subject: Re: SAM firing on Cargo plane**  
Posted by [DL60](#) on Fri, 09 Mar 2007 21:55:54 GMT  
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The JFW Script works but not the c130.txt

Bit the problem is solved now - thanks.

By the way I think I have to add the scripts to the .mix archive now? By the way when somebody uses a newer Version of the scripts in his DATA and plays my map now with the older in it do the older scripts in my mix kill the effect of the news in the DATA?

For example jonwil introduces some awesome new postrendering effects or features in script 4.0 and someone with that scripts plays now my map. Will he have the new effects/features in my map despite my old scripts in there?

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**Subject: Re: SAM firing on Cargo plane**  
Posted by [Veyrdite](#) on Sat, 10 Mar 2007 07:52:22 GMT  
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well, if you cant fly where the c130 is, simply make an invisi plane with projectile col  
turn the airstrip around in Gmax, and place the controller the other way, and somehow hide or  
destroy the c130 (script zone i guess, but if an orca flys into it a purchase might not appear, and  
therefore cancel) when it gets past a certain point.

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