
Subject: homing missles

Posted by [Titan1x77](#) on Fri, 25 Jul 2003 21:33:03 GMT

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what parameters do i chnage to make a turret or anything else for this manner lock onto a vehicle and target it?

I noticed in SGT. may's banshee test that the turrets locked onto aircraft.

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Posted by [Skier222](#) on Fri, 25 Jul 2003 23:02:40 GMT

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cool idea i like it, that would be cool. helicopter dog fights with homing missles. LOL

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Posted by [Titan1x77](#) on Fri, 25 Jul 2003 23:36:23 GMT

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Im thinking it may lie in the bullseye offset...but after testing at 0 it doesnt lock in...Anyone know how?

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Posted by [\[REHT\]Spirit](#) on Sat, 26 Jul 2003 00:33:18 GMT

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Check the "IsTracking" checkbox in the ammo/projectile settings, assuming you want them to act like MRLs rockets.

For turrets, use a script like M00_Base_Defense for them to auto-shoot enemy units.

For lock-on missile pods that auto-fire for your aircraft, use the MMK2 script that attaches a turret, and set up the turret with an M00_Base_Defense script + something like the MRLs' projectile.

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Posted by [Titan1x77](#) on Sat, 26 Jul 2003 02:42:14 GMT

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Thank you

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Posted by [laeubi](#) on Mon, 28 Jul 2003 12:17:58 GMT

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And set the Turnrate to something like 720 and the Speed to 300 That is funny as hell, once the rocket is fired you'll have NO CHANCE of runaway

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Posted by [YSLMuffins](#) on Mon, 28 Jul 2003 13:05:04 GMT

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Can missiles really travel that fast?

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Posted by [laeubi](#) on Mon, 28 Jul 2003 16:49:38 GMT

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I dunno what unit is used, but the AGT missile is moving at a speed of 200 if I remind right.
