Subject: More help with SAM sites

Posted by Matt2405 on Sun, 16 Nov 2003 18:00:40 GMT

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I am in need of assistance, witch scripts do I attach to make SAM's shoot at aircraft? I have attached M00_Base_Defense and M07_SAM_Site_Logic and that didn't work, I have also tried M00_Disable_Transition and M07_SAM_Site_Logic and that doesn't work!! How can I get these SAM's to shoot at anything? Is it to do what object I'm placing? Im placing M01_SAM_Site, is that not right? Please can someone tell me what is wrong?

Subject: More help with SAM sites

Posted by mike9292 on Sun, 16 Nov 2003 18:25:16 GMT

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I think M00_Base_Defense is the one that should of worked but i don't use sam sites in my maps

Subject: More help with SAM sites

Posted by Matt2405 on Sun, 16 Nov 2003 18:41:29 GMT

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Are you sure becuase I have tried that one and it just doesn't do nothing, I tried M07_SAM_Site_Logic and that only made it turn around and look cute. I want them to act like in single player.

Subject: More help with SAM sites

Posted by Jaspah on Sun, 16 Nov 2003 19:34:17 GMT

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Matt2405Are you sure becuase I have tried that one and it just doesn't do nothing, I tried M07_SAM_Site_Logic and that only made it turn around and look cute. I want them to act like in single player.

Maybe you should try just M00_Base_Defense.

Subject: More help with SAM sites

Posted by YSLMuffins on Sun, 16 Nov 2003 20:31:41 GMT

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Matt2405Are you sure becuase I have tried that one and it just doesn't do nothing, I tried M07_SAM_Site_Logic and that only made it turn around and look cute. I want them to act like in single player.

That should be the correct script--it will only fire on aircraft if they're high enough in the air.

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Posted by --oo000000o-- on Sun, 16 Nov 2003 23:35:11 GMT

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just make the sam site and attach the M07_SAM_SITE_Logic script. if you want, before u make it mod the weapon setting to fire homing missles. i know this works cuase i have used it.

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Posted by Matt2405 on Mon, 17 Nov 2003 05:17:22 GMT

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Ok ill try that, all thanks for the info