Subject: Help with Air Units
Posted by FalconAtl on Thu, 20 Mar 2003 14:30:49 GMT
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Thanks to SgtMay and his OrcaBomber I have been able to produce several air units, F4, F14, F15, F16, F18, B1B, F117, SR71 and on and on.

Problem: The units all function fine except they are not recognized as enemy units by SAM sites or other enemy AI. Some of the SAM sites take one brief shot at the unit then hibernate. Other units (existing units) trigger the SAM and AI units and they fire endlessly on them, but not on the units I have built.

Any ideas on why these units will not attract enemy fire ?

Any help would be appreciated.

Thanks !!!
FalconAtl

Subject: Help with Air Units
Posted by Cpo64 on Thu, 20 Mar 2003 16:50:43 GMT
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I think this is a problem with the Sam-Site, but that is as far as I can help you.

Subject: Help with Air Units
Posted by bigwig992 on Thu, 20 Mar 2003 22:51:03 GMT
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Whoa, can you email me some screenshots of the planes? I love figher jets...

Subject: Help with Air Units
Posted by OrcaPilot26 on Thu, 20 Mar 2003 23:29:25 GMT
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What base defense script is the SAM using (if any). Try JFW_Base_Defence.

Subject: Help with Air Units
Posted by Aircraftkiller on Fri, 21 Mar 2003 03:45:04 GMT
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Try setting the team properly in the vehicle's property tab.

Subject: Help with Air Units
Posted by iscripter on Fri, 21 Mar 2003 07:23:58 GMT
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AircraftkillerTry setting the team properly in the vehicle's property tab.

Subject: (Projectile W3d property not set)
Posted by FalconAtl on Fri, 21 Mar 2003 12:22:36 GMT
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Okay, thanks for the responses. What I found was this: The meshes did not have "Projectile" set in the W3D properties in RenX. As soon as I set the meshes to projectile the AI constantly shoots at the unit. I have to re-visit each model and set these (darn).

The SAM Sites were using M00_Base_Defense.

Here's a link for ya, (bigwig992)
pic of the units:
http://home.attbi.com/~jwno/Renegade/Files/VehTest.gif

Note: I'm not a modeler, I did not construct those from scratch. All of them are freebie 3ds models readily available on the net. They are not to scale (obviously), I wouldn't know how to begin to scale this stuff (just playin around), and the OrcaBomber is from SgtMay.

Subject: Help with Air Units
Posted by Doitle on Fri, 21 Mar 2003 13:30:08 GMT
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!!!!!!!!!!!!AJFD:LK!!!!!!!!!!!!! AH! SEND ME THAT MOD PACKAGE !!!!!!
AHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH !!
AWESOME.

Please sendo -> Doitle@hotmail.com