Subject: Help with sams
Posted by Nightma12 on Sun, 09 Nov 2003 12:48:55 GMT
View Forum Message <> Reply to Message

does anybody know why when i made sams give em mrls missles make em homing they only home onto the orca and apache with the trans helis they dont home in

i am useing the script M00_Disable_Transition and M07_Sam_Site_Logic   what i dont understand is that they home into one but not the other

Subject: Help with sams
Posted by Matt2405 on Sun, 09 Nov 2003 14:16:33 GMT
View Forum Message <> Reply to Message

Have you tried attaching the script M00_Base_defence,
that is one of the main base defence scripts i think, but i have had a map were it has done that before and i think that fixed it, although im not positivly sure but you might aswell give it a try, if it doesnt work I don't really know, soz.

Subject: Help with sams
Posted by Nightma12 on Sun, 09 Nov 2003 15:54:09 GMT
View Forum Message <> Reply to Message

i had that in it before and it was even worse

it made the sams not shoot at the transportsa at all >.<

Subject: Help with sams
Posted by Matt2405 on Sun, 09 Nov 2003 19:20:14 GMT
View Forum Message <> Reply to Message

If that doesn't work, try M01_sam_site
I don't think this makes it fire homing missiles though,
but it shoots about 4 missiles at once but atleast they shoot at both aircraft.

Subject: Help with sams
Posted by xpontius on Mon, 10 Nov 2003 15:53:16 GMT
View Forum Message <> Reply to Message

Since its a vehicle mounted i think, doesnt that mean you have to alter the ammo and weapon for the sam site? I have the same problem with the sams, so i was just asking.

Subject: Help with sams
Posted by Nightma12 on Sat, 15 Nov 2003 11:28:09 GMT
View Forum Message <> Reply to Message

sorry but i dont think you understand

i originally had M00_base_defence and i cranked the tirret so it always points up this worked fine except that it would sometimes shoot at ground units

i then added M07_sam_site_logic and it was perfect except that the sams wouldnt shoot at trans helis

i then deleted M00_base_defence and they now shoot at trans helis but dont target them

---

Subject: Help with sams
Posted by Nightma12 on Fri, 21 Nov 2003 17:58:53 GMT
View Forum Message <> Reply to Message

bump

Subject: Help with sams
Posted by Nightma12 on Sat, 22 Nov 2003 00:07:51 GMT
View Forum Message <> Reply to Message

Matt2405If that doesn't work, try M01_sam_site
I don't think this makes it fire homing missiles though,
but it shoots about 4 missiles at once but atleast they shoot at both aircraft.

m01_sam_site dousnt exist

Subject: Help with sams
Posted by Nightma12 on Sat, 22 Nov 2003 14:41:05 GMT
View Forum Message <> Reply to Message

bump

Subject: Help with sams
Posted by Matt2405 on Sat, 22 Nov 2003 14:45:40 GMT
View Forum Message <> Reply to Message

I meant the vehicle mounted M01_SAM_Site becuase I placed that object and attached M01_Base_Defense and M07_SAM_Site_Logic and that worked.

Subject: Help with sams
Posted by Nightma12 on Sun, 23 Nov 2003 12:37:27 GMT
View Forum Message <> Reply to Message

could you tell me "exactly" what you mean? :oops:

Subject: Help with sams
Posted by Matt2405 on Sun, 23 Nov 2003 14:24:58 GMT
View Forum Message <> Reply to Message

In commando editer go to the presets tab and then go to Objects > Vehicles > Mounted > M01_SAM_Site and make that object and attach the scripts to that.....clear?

Subject: Re: Help with sams
Posted by Moee on Wed, 31 May 2006 04:23:14 GMT
View Forum Message <> Reply to Message

bump Lmao

Subject: Re: Help with sams
Posted by dead6re on Wed, 31 May 2006 10:18:35 GMT
View Forum Message <> Reply to Message

Didn't jonwil include a script to make sam sites work because they were broken?

Subject: Re: Help with sams
Posted by danpaul88 on Wed, 31 May 2006 11:44:50 GMT
View Forum Message <> Reply to Message

I would suggest trying JFW_Base_Defense_VTOL_Only

NB: DO NOT use JFW_Base_Defense_Aircraft_Only, thats a different scripts and needs you to actually specifiy the presets to shoot at! (Useful only if you want it to shoot at certain aircraft and not others...)

EDIT: Bloody hell... I am replying to a 3yr bump >.<

Subject: Re: Help with sams
Posted by Nightma12 on Wed, 31 May 2006 12:12:36 GMT
View Forum Message <> Reply to Message

Moee wrote on Wed, 31 May 2006 00:23*bump* Lmao

omg.................

Subject: Re: Help with sams
Posted by Napalmic on Wed, 31 May 2006 23:21:02 GMT
View Forum Message <> Reply to Message

The reason it doesn't work is because the model Origins for the transport helicopters are below the targetable portion of the helicopter mesh. So when the sam targets the aircraft, it just shoots under it at the Origin. It doesn't see or "hit" the mesh and turn red, lock on, fire, and track.

Subject: Re: Help with sams
Posted by Kamuix on Wed, 31 May 2006 23:22:24 GMT
View Forum Message <> Reply to Message

Nightma12 use JFW_Base_Defense_VTOL_Only it works fine for me, even serverside, Just do not use the animated one lol.

Subject: Re: Help with sams
Posted by Shadow2256 on Thu, 01 Jun 2006 13:09:05 GMT
View Forum Message <> Reply to Message

Moee!!!! Fucktard.... This topic was fucking 2 years out-of-date. NO MORE GRAVEDIGGING!!!