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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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