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Subject: Re: SAM firing on Cargo plane

Posted by [bisen11](#) on Thu, 08 Mar 2007 14:29:37 GMT

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Jerad Gray wrote on Thu, 08 March 2007 00:57: razorblade001 wrote on Wed, 07 March 2007 21:41: I thought the cargo plane was neutral when targeted...

If that is true, it shouldn't be firing at it.

It is, but the vehicles inside of it are not, this could be correct by modifying the C130 Drop cinematic.

Just be careful not to get run over.

Oh, and you could also make your own presets for the vehicles and make them neutral then edit the nod PCT to do those instead.

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