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Subject: Circling Missiles

Posted by [flyingfox](#) on Thu, 08 Jul 2004 03:40:36 GMT

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Has anyone seen this happen before? I have, but only a couple times. It's where a projectile is fired - in this case a missile - and it decides to go spinning around in circles for a moment or 2. I'm not sure if this happens at the end of it's journey range or sometime in between.

<http://www.n00bstories.com/image.fetch.php?id=1209932612>

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Subject: Circling Missiles

Posted by [YSLMuffins](#) on Thu, 08 Jul 2004 04:50:39 GMT

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It happens when, apparently, the missile misses its target, circles back around to try again, forgets what it was targeting, misses again, and repeats until it finally explodes; or, when the target is destroyed before the missile gets there. Increase the speed of the missile and it'll happen more often.

I honestly don't see it worth fixing.

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Subject: Circling Missiles

Posted by [gibberish](#) on Thu, 08 Jul 2004 17:32:04 GMT

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YSLMuffinsIt happens when, apparently, the missile misses its target.

As a result the missile turns to track back to its intended target unfortunately it will never be able to hit the target because it can't turn fast enough.

Futher I think this only happens when the missile misses low as a result the turn circle goes up (if it missed high the missile would just turn down and hit the ground).

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Subject: Circling Missiles

Posted by [Naamloos](#) on Thu, 08 Jul 2004 18:25:30 GMT

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I have that in renalert really often, i shoot, it starts turning right in front of the target (vehicle or infantry) and often land on top of the head of the target. (looks funny but sucks when it does not hit at all, i think this has a bit to do with lag also, as it could easy hit but won` t and starts going in circles...)

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Subject: Circling Missiles

Posted by [IceSword7](#) on Sun, 18 Jul 2004 07:35:01 GMT

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You can do it with an mrl with the stacks above the factory or the sign on city

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Subject: Circling Missiles

Posted by [Alkaline](#) on Fri, 06 Aug 2004 04:06:02 GMT

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heh I think it looks kinda cool... missles patrolling your vech

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Subject: Circling Missiles

Posted by [Naamloos](#) on Fri, 06 Aug 2004 06:43:56 GMT

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Suicide drones: Fly around youre vehicle and search for a target, once found, the suicide drone will launch itself and create a nuclear explosion when the target is hit. The suicide drone is heat seeking and has 99.76% chance of hitting the target.

Suicide drones cost \$500 and a vehicle can only use one at the time. Also effective against enemy structures.

:rolleyes:

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Subject: Circling Missiles

Posted by [Scythar](#) on Fri, 06 Aug 2004 07:15:02 GMT

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Happens often around the AGT antenna:

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Subject: Circling Missiles

Posted by [icedog90](#) on Fri, 06 Aug 2004 19:38:02 GMT

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I think it's pretty entertaining and don't see a point in removing it, if it's possible.

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Subject: Circling Missiles

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Posted by [darkskul0](#) on Mon, 09 Aug 2004 14:18:07 GMT

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flyingfox i like ur text just b4 it tells u hhow much game time there is left

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Subject: Circling Missiles

Posted by [flyingfox](#) on Mon, 09 Aug 2004 23:16:21 GMT

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Want the whole thing? <http://thefud.brinkster.net/fud.asp> arnold radio mod a few down

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Subject: Circling Missiles

Posted by [djlaptop](#) on Sun, 15 Aug 2004 11:37:22 GMT

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I like them and wish they would happen more often. I try to jump through them.

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Subject: Circling Missiles

Posted by [Renx](#) on Sun, 15 Aug 2004 16:42:46 GMT

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Lol, speaking of that....back in RenAlert .991, the SAM missile would often miss and fly circles around the helicopters. it was fun to fly back and forth through them until it exploded ^\_^

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