
Subject: sam sites in a multiplayer map

Posted by [Anonymous](#) on Mon, 29 Apr 2002 17:56:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

i've been spending hours trying to get sam sites to work... they work great other then the fact that their aim is wayyyyyyyyyyy off, anyone know how to fix this?... the map i am modding is C&C wall.[April 29, 2002: Message edited by: nemattoad]

Subject: sam sites in a multiplayer map

Posted by [Anonymous](#) on Mon, 29 Apr 2002 18:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

don't know

Subject: sam sites in a multiplayer map

Posted by [Anonymous](#) on Mon, 29 Apr 2002 18:48:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

well, I wouldn't even put in the sam sites at all if I were u, in most of my maps, I make the building d destroyed at the beginning and I have spawners for the gun emplacement, cannon emplacement, and rocekt emplacement in front of the base d, they respawn so they r permanent, and u need someone manning it, so it makes it more even, and seeing as GDI doesn't have a SAM site, the map would not be balanced.
