
Subject: SAM Sites

Posted by [DeathKnight](#) on Fri, 21 Oct 2005 03:25:31 GMT

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Ok, before I get flamed for posting, I have already searched the forum for this and although I found information about it, I did not find anything that can help me out. I want to add SAM Sites to my map and not the controllable SAM Sites (Yes, I know, there is a tutorial for that); I want SAM Sites that shoot on their own. I already half-way achieved this by just slightly modifying the preset Objects\SAMSite\NodSamSite. The SAM Site targets and shoots down only aircraft pretty effectively. However, the SAM Sites shoot at all air craft it incounters, including Nod's and plain empty helicopters. I would like to know what I can do to remedy this so that they will only shoot at the opponent's aircraft (And yes, I did make sure to assign the SAM Site to team Nod). Can anyone help me out?

Subject: Re: SAM Sites

Posted by [bisen11](#) on Fri, 21 Oct 2005 04:04:28 GMT

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Did you add any scripts? If so, what?

Subject: Re: SAM Sites

Posted by [DeathKnight](#) on Fri, 21 Oct 2005 12:59:05 GMT

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I tried adding the M07_SAM_Site_Logic script, however it didn't change anything. The SAM Site's still shot at every aircraft.

Subject: Re: SAM Sites

Posted by [bisen11](#) on Fri, 21 Oct 2005 14:26:55 GMT

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Try addin M00_Base_Defence with that and if that doesn't work then try just M00_Base defence. AND if that doesn't work then finally try just M05_Nod_Gun_Emplacement, but that one usually doesn't work good for gdi. Should work fine for nod.

Subject: Re: SAM Sites

Posted by [danpaul88](#) on Fri, 21 Oct 2005 15:54:57 GMT

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I suggest JFW_Base_Defense_VTOL_Only

M00_Base_Defense fires at both aircraft AND ground units, the above one does not. Otherwise

they are virtually the same

Subject: Re: SAM Sites

Posted by [DeathKnight](#) on Sat, 22 Oct 2005 06:21:34 GMT

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Thanks everyone, I got help from ESCALADE (Don't know if he posts around here, but he does our forums). I got it to work using the
Object>Vehicle>Mounted>Nod_Sam_Site>Sam_Site_Quick_Turn preset along with the
M07_Sam_Site_Logic script (I also tweaked the ammo so that the missiles track).
