
Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 18:23:00 GMT

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One that actually shot at air units? If so, what script did you attach to the SAM site to make it work? And what SAM preset did you use?

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 18:40:00 GMT

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here is something that may help: (i believe this is from PlantShaun (?))(a lot of space dust on my files) Firstly: Load up LevelEdit and select a map that you would like to add the controllable samsite to. Look at your right hand display box you will see a list of things that you can put into your map click on: Object >> Vehicle >> Mounted >> Nod_Sam_Site >> Select m04_large_sam_site and click Mod at the bottom of this display box. Rename it anything you want preferably something you can quickly recognize for easy reference, Click on Physics Model and ensure the physics model is set to : DecorationPhys. Now click on the tab at the top of the window "settings" Look at the health & health max you can set this to how many hit points you want the sam site to have e.g. mine is 200 & 200. Scroll down until you see a Box with "Occupants visible" next to it make sure this is not ticked. Scroll down a little more to number of seats and set this to 1, if you want more than one person inside the samsite at more than one time set this to how many people at maximum you would like in the samsite at the same time. Now go to the final tab called "Transitions" and click at the bottom of the window "add" if it brings up a new box which has the graphics not displayed properly simply close this window move the previous window to the right hand screen so you can still click add (if your graphics are displayed properly don't bother with this). Where it says "Trigger" set this to "Vehicle_Enter" now the tricky part using the controls displayed on the window move the box to completely surround the samsite in a box and move the character havoc level with the very bottom of the samsite so where the bottom of the samsite is it is adjacent to havoc's feet. Make sure the blue box covers all 3 dimensions of the samsite, and click ok. Now do the previous step on where the previous trigger was "Vehicle_Enter" change it to "Vehicle_exit" and do the exact same thing with the blue box and the character, now click ok twice to bring you to the normal LevelEdit view. Where your customized samsite is on the right hand display click make and it will make you your samsite which is controllable and you have made your controllable same site (well done!) To export your map: Click export map locate your Renegade data directory and click save, if you are having trouble doing it this way use RenegadeEx and look in your Levels directory which is in your LevelEdit Mod package directory, make a .pkg file and drop and drag the files from your Levels folder to your .pkg file in RenegadeEx, save it in your Renegade\Data folder and you have made your mod & package. _____ i would imagine you would add the base defense script (like the turrets) to make them shoot on auto.. (?) - will have to do a proof on this now too...(busy week in Mexico)

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 19:07:00 GMT

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andres archipelago(doubt thats right) had one.

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 19:14:00 GMT

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Except his map was a hunk of garbage, etc...They're on Country Meadows. You can find that on www.cncden.com/ren_ackmaps.shtmlll forgot what presets I used... I also forgot the script I attached to make it fire only at airborne targets.

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 19:32:00 GMT

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I always Thought it was effected by pivot... if it couldn't see below it, it wouldn't target tanks....

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 19:48:00 GMT

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*sigh*ack you never even playedit.as far as i know it isnt even out yet.and go ahead and say itll probably never come out.i dont hear that from you enough about his maps as it is.

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 19:55:00 GMT

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quote:Originally posted by aircraftkiller2001:Except his map was a hunk of garbage, etc...They're on Country Meadows. You can find that on www.cncden.com/ren_ackmaps.shtmlll forgot what presets I used... I also forgot the script I attached to make it fire only at airborne targets.You're not much help them eh?

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 20:01:00 GMT

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play tiberian evlotion x12 that will answer your question

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Sat, 11 Jan 2003 03:20:00 GMT

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I used object>SAMsite>Nod SamSite it seems to fire only at airborne targets and any other presets you make under it only attack air units aswell, I tried it with a turret model that normally only attacked ground units and when I made a preset under it, it only attacked air units, so it can't be anything to do with pivot. [January 11, 2003, 03:34: Message edited by: JWP]

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Sat, 11 Jan 2003 03:48:00 GMT

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snipers revenge had sams in it... dunno who made it though

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Sat, 11 Jan 2003 05:03:00 GMT

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I use the M07_SAM_Site_LogicThat script works fine, if you set the turret Options correct.

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Sat, 11 Jan 2003 10:58:00 GMT

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M03_SAM_Site_Logic

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Sat, 11 Jan 2003 13:07:00 GMT

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Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Sat, 11 Jan 2003 13:54:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by

Subject: Has anyone used a working SAM site on a MP map before?

Posted by [Anonymous](#) on Sat, 11 Jan 2003 13:57:00 GMT

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in the landscape after destruction!Not usefull for custom SAM sites.
