
Subject: HOMMING MISSILES

Posted by [samous](#) on Sun, 19 Oct 2008 20:35:24 GMT

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Is this possible?:

A tank fires a missile, the missile flies for 3 seconds, is "deleted" and another missile is "spawned" that has the script Hun_The_Player [or something like that] and then starts following people till it hits some one/some thing.

=samous

NOTE: this would be a good thing to have in a mod you might make, if it is possible.

Subject: Re: HOMMING MISSILES

Posted by [Darknes2](#) on Sun, 19 Oct 2008 21:00:36 GMT

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not really, missiles are projectiles and are handled by game code from what i know so to my knowledge this cant be done without editing renegades code itself.

Subject: Re: HOMMING MISSILES

Posted by [Altzan](#) on Sun, 19 Oct 2008 21:23:34 GMT

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MLRS missiles home in a little bit, but in a pitiful way... nowhere near what you're aiming for I'm sure.

Subject: Re: HOMMING MISSILES

Posted by [GEORGE ZIMMER](#) on Mon, 20 Oct 2008 01:59:24 GMT

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You can make good homing missiles, just fuck with settings a little bit in LE. Turn rate helps alot. I suggest making slow missiles with a good turn rate.

Subject: Re: HOMMING MISSILES

Posted by [ErroR](#) on Mon, 20 Oct 2008 07:33:56 GMT

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I shoot all missile tanks with right click it homs most of the time

Subject: Re: HOMMING MISSILES
Posted by [wittebolx](#) on Mon, 20 Oct 2008 14:04:16 GMT
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Ever thought about the AGT missile?
ive got a AGT gun in my server and the weird thing follows an enemy player (sort of)

Subject: Re: HOMMING MISSILES
Posted by [LR01](#) on Mon, 20 Oct 2008 14:34:27 GMT
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?

Subject: Re: HOMMING MISSILES
Posted by [Altzan](#) on Mon, 20 Oct 2008 20:28:41 GMT
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I think that's what MLRS missile uses.

Subject: Re: HOMMING MISSILES
Posted by [samous](#) on Tue, 21 Oct 2008 00:17:49 GMT
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i never thought o that. this really ws just a suggestion, but i guess its already there. The only thing is, the MRLS and AGT missles suck at their homming ability.

=samous

Subject: Re: HOMMING MISSILES
Posted by [GEORGE ZIMMER](#) on Tue, 21 Oct 2008 00:48:26 GMT
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Because they travel too fast and their turn rate is ass.

Subject: Re: HOMMING MISSILES
Posted by [C-130](#) on Tue, 21 Oct 2008 03:31:38 GMT
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i'm sry, but what does a homming missle do?

Subject: Re: HOMMING MISSLES
Posted by [samous](#) on Tue, 21 Oct 2008 03:57:43 GMT
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ummm, follows

Subject: Re: HOMMING MISSLES
Posted by [_SSnipe_](#) on Tue, 21 Oct 2008 04:38:27 GMT
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C-130 wrote on Mon, 20 October 2008 20:31 i'm sry, but what does a homming missle do?
Stop talking to yourself

Subject: Re: HOMMING MISSLES
Posted by [EA-DamageEverything](#) on Tue, 21 Oct 2008 10:33:05 GMT
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The MRLS' missiles do it, the Stanks' missiles do it and on C&C_BunkersTS, Gunners' do it too
(but in a weird way).

For the MRLS and the Stank, you have to aim precisely. But it works fine then ^^.
