
Subject: Sam Sites

Posted by [Distrbd21](#) on Sat, 09 Jun 2012 00:01:35 GMT

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As the title says, having problems with the Same sites.

They aim over the heli and are messed up.

Is there a Script I can use, or make to make them hit you but not be to op?

Subject: Re: Sam Sites

Posted by [Generalcamo](#) on Sat, 09 Jun 2012 00:24:20 GMT

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Hmm.

You could use aircraftkiller's SAM site. I can tell you how it works. Could you get on n00bstories IRC?

Subject: Re: Sam Sites

Posted by [Distrbd21](#) on Sat, 09 Jun 2012 01:34:42 GMT

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Generalcamo wrote on Fri, 08 June 2012 19:24Hmm.

You could use aircraftkiller's SAM site. I can tell you how it works. Could you get on n00bstories IRC?

I'm on there ;p

Subject: Re: Sam Sites

Posted by [cAmpa](#) on Sat, 09 Jun 2012 12:29:20 GMT

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I use "JFW_Base_Defence_VTOL_Only".

Subject: Re: Sam Sites

Posted by [Generalcamo](#) on Sat, 09 Jun 2012 13:57:18 GMT

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I showed him how to use it. It's working now. I also got it to work on his enviroment.

Subject: Re: Sam Sites

Posted by [Ethenal](#) on Sun, 10 Jun 2012 00:03:06 GMT

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I'll bet you \$100 this is related to the SightArc problem that is commented on in the beta 5 release thread. It's in the first post, I think it's actually one of the first things mentioned.

Subject: Re: Sam Sites

Posted by [Generalcamo](#) on Sun, 10 Jun 2012 00:18:14 GMT

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Didn't I post this earlier? I already fixed it with him.

Subject: Re: Sam Sites

Posted by [robbyke](#) on Sun, 10 Jun 2012 21:29:59 GMT

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ok now why dont you make the solution public ive been stuck with the exact same problem

Subject: Re: Sam Sites

Posted by [Generalcamo](#) on Sun, 10 Jun 2012 23:18:38 GMT

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Attaching MDB_Base_Defence_VTOL_Only to the SAM site will work. In addition, make sure to modify the ammo of the SAM site you are modifying. You will need to check "IS Tracking" in order to make it actually useful.

And while you are doing that, change the firing sound to Sam_Fire_1 found in Buildings-->Sam Site

Also add the Idle Sound found in the same area to the SAM site preset.

I probably should make a video...

Subject: Re: Sam Sites

Posted by [robbyke](#) on Sun, 10 Jun 2012 23:54:03 GMT

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thnx will try this

doubt this will help me specific though

Subject: Re: Sam Sites

Posted by [Ethenal](#) on Mon, 11 Jun 2012 00:12:23 GMT

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Quote:Release notes for modders

Due to a bug in the code, if you have edited presets (objects.ddb or temp presets) using a scripts build posted since the 13th of January 2012, the Sight Arc field is possibly incorrectly set on any Soldier, Vehicle or Sam Site presets in that presets file. To fix this, you will need to go through every vehicle, soldier or Sam Site preset in the preset file(s) you have edited (this affects all presets in those files, not just the ones you edited) and check that the SightArc (which is in degrees) is a whole number, is ≥ 0 and is ≤ 360 . Most of the time the number will be something like 359.xxx instead of 360 so determining what to set it to should be easy. The best way to identify anything with a bogus SightArc is to copy the .ddb file into the same folder as ddbedit (the new version from 4.0 beta 5) then drag it over ddbedit.exe. Then press the "dump" button which will create a text dump of the ddb file. Open this and search for SightArc which will display the value as it would be seen in LE. You can then use this to make sure the numbers are correct and fix them if needed.

Just sayin'. That's quoted from the TT beta 5 release post and sounds an awful lot like the problem I believe robbbyke was posting about a couple of months ago (sam sites shooting way above the target they're aiming at).

Subject: Re: Sam Sites

Posted by [jonwil](#) on Mon, 11 Jun 2012 02:00:54 GMT

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The SightArc field has nothing to do with shooting angles and is related to whether an object can see another object for target selection purposes.

Subject: Re: Sam Sites

Posted by [Aircraftkiller](#) on Mon, 11 Jun 2012 02:25:45 GMT

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Ethenal wrote on Sun, 10 June 2012 20:12Just sayin'.

Actually, you were just writing. You didn't say that. If you said it, you'd post a link of yourself saying "just sayin'", but then that would be entirely redundant because we'd hear you speaking while you said "just sayin'". In the same vein, were you to adapt that colloquialism into writing and

write "just writin'", it would be as redundant as saying something to someone just to say "just sayin'" at the end - or beginning - of the statement.

/The more you know

Subject: Re: Sam Sites

Posted by [Ethenal](#) on Mon, 11 Jun 2012 02:51:44 GMT

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jonwil wrote on Sun, 10 June 2012 21:00The SightArc field has nothing to do with shooting angles and is related to whether an object can see another object for target selection purposes.

Oh really? Well nevermind then. So I wonder what causes this issue then...

Subject: Re: Sam Sites

Posted by [robbyke](#) on Mon, 11 Jun 2012 02:52:33 GMT

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whatever is wrong with the samsites its annoying but i give up its not gonna get fixed

Subject: Re: Sam Sites

Posted by [Gen_Blacky](#) on Mon, 11 Jun 2012 03:05:12 GMT

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Just Sayin'

/The more you troll

Yo I'm Just Saying

Subject: Re: Sam Sites

Posted by [danpaul88](#) on Mon, 11 Jun 2012 13:09:50 GMT

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robbyke wrote on Mon, 11 June 2012 03:52whatever is wrong with the samsites its annoying but i give up its not gonna get fixed

You have yet to tell us what problem you're having. We can't help you if you don't describe the problem properly and outline what steps you have already taken to try and fix it.

Subject: Re: Sam Sites

Posted by [robbyke](#) on Mon, 11 Jun 2012 15:38:26 GMT

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lets try it then

the samsite model doesnt work properly

all the samsite presets aim above the veh theyre shooting at (vtol AND ground)

if i use another object and change the model to SS it gives the same problem (making me conclude its the model?)

ive tried to change object tilt min and tiltmax

ive tried sight arc

ive tried using other objects and set the model to SS

ive tried different weapons

It worked on 3.4.4 and RR distr can confirm that

Subject: Re: Sam Sites

Posted by [Generalcamo](#) on Mon, 11 Jun 2012 17:23:52 GMT

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Could you log on to the n00bstories IRC? I might be able to help you.

Subject: Re: Sam Sites

Posted by [danpaul88](#) on Mon, 11 Jun 2012 20:09:09 GMT

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Sounds to me like the model was exported with the rotation of the barrel bone not parallel with the ground, which is bad. You might be able to use the Z offset parameter in LE to work around the issue a bit... or just make the ammo tracking and it doesn't matter that it cant aim properly

Subject: Re: Sam Sites

Posted by [robbyke](#) on Mon, 11 Jun 2012 21:23:01 GMT

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did TT change the model then? :s because it used to work

Generalcamo wrote on Mon, 11 June 2012 19:23 Could you log on to the n00bstories IRC? I might be able to help you.
ill try tomorrow

Subject: Re: Sam Sites

Posted by [danpaul88](#) on Mon, 11 Jun 2012 21:39:10 GMT

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No, I'm fairly sure we didn't change the model, although its possible we have reimplemented something in a slightly different way such that it can't compensate for a misaligned model export... Might need to check the w3d file in the viewer to confirm if it is exported incorrectly and, if so, ask jonwil to investigate why it was able to work pre 4.0

Either way, using tracking weapons should fix the problem... Could be that's the way stock renegade fixed it too.

Subject: Re: Sam Sites

Posted by [robbyke](#) on Tue, 12 Jun 2012 14:50:34 GMT

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it could be that stock ren used tracking missilles because the missilles scatter on the SS

Subject: Re: Sam Sites

Posted by [cAmpa](#) on Tue, 12 Jun 2012 15:06:31 GMT

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Just noticed that i have the same problem with the sam sites.

Quote:

all the samsite presets aim above the veh theyre shooting at (vtol AND ground)

Here are my script settings:

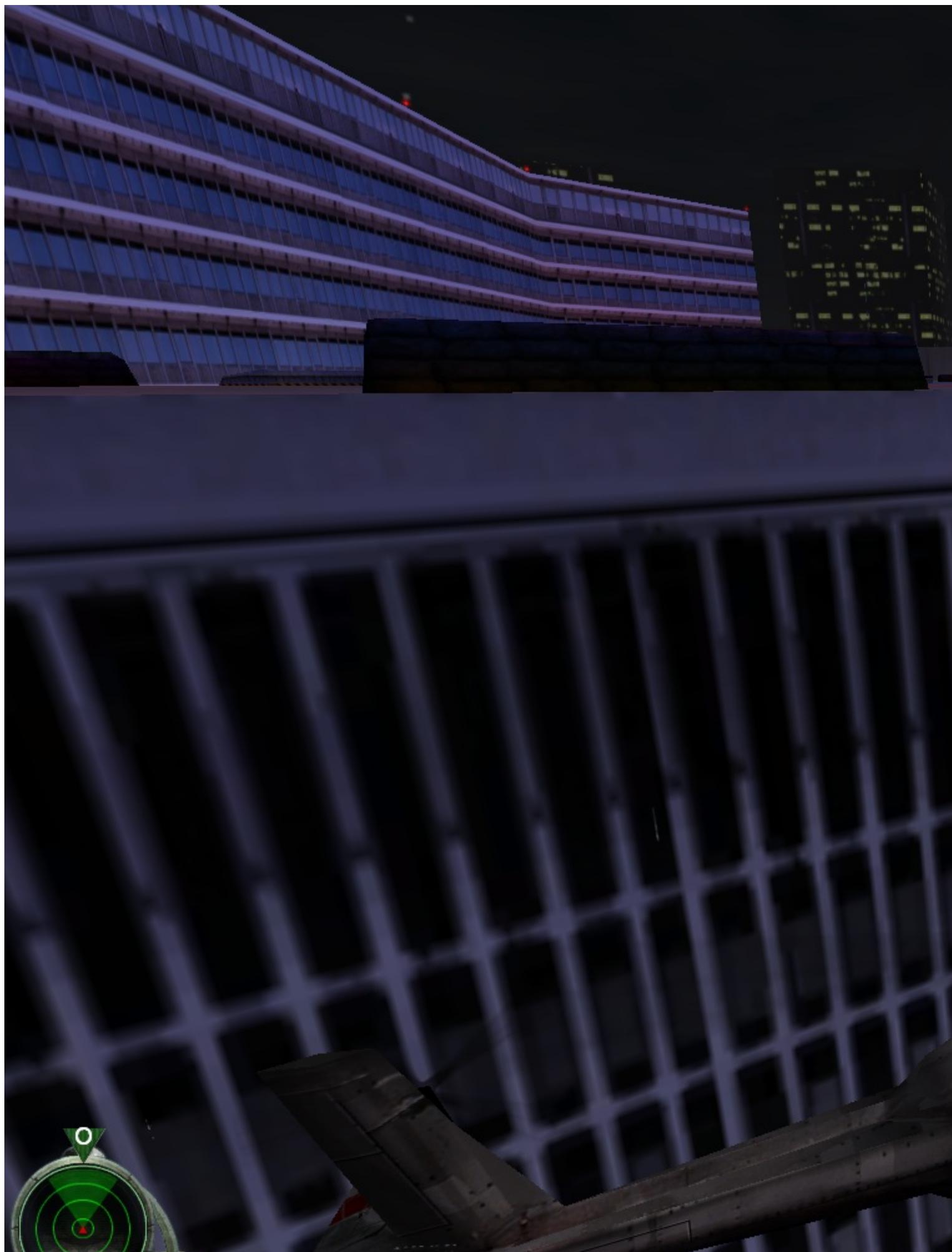
`(flarak,"JFW_Base_Defence_VTOL_Only","1,300,10");`

Used this code line for years and it always did work.

Edit: Attached a screenshot.

File Attachments

1) [Screenshot.54.jpg](#), downloaded 586 times



Subject: Re: Sam Sites

Posted by [Generalcamo](#) on Tue, 12 Jun 2012 18:02:20 GMT

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Stock Renegade does NOT use tracking missiles. That is why, in the post I posted above, I said to modify the ammo so that it tracks, that way it is useful against aircraft. Other wise, the aircraft would need to be in one place in order to be useful.

Subject: Re: Sam Sites

Posted by [cAmpa](#) on Tue, 12 Jun 2012 18:38:49 GMT

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Generalcamo wrote on Tue, 12 June 2012 20:02Stock Renegade does NOT use tracking missiles. That is why, in the post I posted above, I said to modify the ammo so that it tracks, that way it is useful against aircraft. Other wise, the aircraft would need to be in one place in order to be useful.

Ah i got what you mean, thank you.

```
WeaponDefinitionClass *d = (WeaponDefinitionClass
*)Find_Named_Definition(Get_Current_Weapon(obj));
if (d)
{
    unsigned long AmmoID = d->PrimaryAmmoDefID;
    AmmoDefinitionClass *AmmoDef = (AmmoDefinitionClass*)Find_Definition(AmmoID);
    if (AmmoDef)
        AmmoDef->IsTracking = true;
}
```

This does fix it but only server side, for the client they still shoot in the air, is there a client update needed?

Edit: Yep tested it, for 4.0 user's we would have to let them download a custom objects.ddb what really sucks.

(older scripts 3.44 etc it does work fine)

Subject: Re: Sam Sites

Posted by [robbyke](#) on Tue, 12 Jun 2012 22:20:45 GMT

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well most .ddb fixes dont really work for clients and if clients get damage and they cant see where its coming from they scream HACK

Subject: Re: Sam Sites

Posted by [jonwil](#) on Sat, 07 Jul 2012 15:35:04 GMT

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Can someone get me some evidence (e.g. video clips) of how this stuff worked pre-4.0 and how it works now so TT can see exactly what is broken here?

Note that I mean whats broken with a stock objects.ddb (i.e. ignoring any of this talk about objects.ddb changes)

Subject: Re: Sam Sites

Posted by [robbyke](#) on Tue, 10 Jul 2012 16:20:47 GMT

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ill make a vid about it

about current behaviour at least

stock behaviour i cant (dont know how)

edit :

<http://www.youtube.com/watch?v=MAK4r1LEHHU>

i believe this is enough evidence

EDIT :

not enough evidence??

WW designed its samsites to fire above its target??

Subject: Re: Sam Sites

Posted by [jonwil](#) on Thu, 02 Aug 2012 03:59:44 GMT

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ok, unless I can get specific details about exactly how this worked in stock and how it works now (no that video isn't good enough, not unless you can also get a similar video taken with stock renegade) I have no way of fixing this issue, whatever it might be.

Subject: Re: Sam Sites

Posted by [Distrbd21](#) on Thu, 02 Aug 2012 11:51:37 GMT

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jonwil wrote on Wed, 01 August 2012 22:59ok, unless I can get specific details about exactly how this worked in stock and how it works now (no that video isn't good enough, not unless you can also get a similar video taken with stock renegade) I have no way of fixing this issue, whatever it might be.

I will get you what you need.

Subject: Re: Sam Sites

Posted by [robbyke](#) on Thu, 02 Aug 2012 22:23:20 GMT

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serious?

the fckn sam fires above you

it didnt do that before TT why now?

Subject: Re: Sam Sites

Posted by [Distrbd21](#) on Thu, 02 Aug 2012 23:32:12 GMT

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robbyke wrote on Thu, 02 August 2012 17:23serious?

the fckn sam fires above you

it didnt do that before TT why now?

It may have been something they tweaked and didn't know what it went to or something, when they first started on 4.0.

Shit happens like that when you start to make patches.

Subject: Re: Sam Sites

Posted by [Ani](#) on Fri, 03 Aug 2012 02:54:19 GMT

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I definitely remember SamSites not being limited to only shooting missiles above themselves. Playing a bunch of co-op years back definitely made me nostalgic of the PITA missions lol

Subject: Re: Sam Sites

Posted by [robbyke](#) on Fri, 03 Aug 2012 02:58:34 GMT

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i first thought the sight arc might be off wich i would understand

but as i tried to show in the vid, it cant even hit a plane
