Subject: Re: Turret and GT not shooting

Posted by danpaul88 on Mon, 11 Jun 2012 07:49:00 GMT

View Forum Message <> Reply to Message

For reference, dp88\_AI\_Turret also supports targeting VTOL and ground and is optionally power independent (it also supports target priorities, such that you can instruct it to prefer shooting infantry instead of vehicles if there are any nearby, or to try and finish off badly damaged targets before healthy ones).

For reference; Toggle Spoiler

Anyway, it sounds to me like your sight range might be too small in your LE preset. The sight range variable determines how far away the defence can 'see' enemies and thus shoot at them.

# File Attachments

1) ai turret.jpg, downloaded 624 times

Page 1 of 2 ---- Generated from

Command and Conquer: Renegade Official Forums

## Detailed Description

### Author:

Daniel Paul (danpaul88@yahoo.co.uk)

A custom designed turret AI code designed to allow maximum flexibility in implementation without needing multiple

The turret AI uses a priority based system to 'intelligently' pick targets based upon a range of criteria such as the in the script parameters to give you a high degree of control over which of several targets a turret will choose to concentrate their fire on a single target for maximum impact.

#### Parameters:

Priority\_Infantry Weapon\_Infantry Splash\_Infantry Priority\_Light\_Vehicle Weapon\_Light\_Vehicle Priority\_Heavy\_Vehicle Weapon\_Heavy\_Vehicle Priority\_VTOL Weapon\_VTOL Min\_Attack\_Range Max\_Attack\_Range Min\_Attack\_Range\_Secondary Modifier\_Distance Modifier\_Target\_Damage Modifier\_Target\_Value Requires\_Power Debug

Base targetting priority for infantry targets, or 0 to ignore infantry Weapon to use against infantry targets: 0 for primary fire, 1 for secon Determines if we should try to damage infantry with splash instead of Base targetting priority for light vehicle targets, or 0 to ignore light ve Weapon to use against light vehicle targets: 0 for primary fire, 1 for s Base targetting priority for heavy vehicle targets, or 0 to ignore heav Weapon to use against heavy vehicle targets: 0 for primary fire, 1 for Base targetting priority for flying targets, or 0 to ignore flying targets Weapon to use against flying targets: 0 for primary fire, 1 for seconds Minimum distance at which the turret can engage enemies when using Maximum distance at which the turret can engage enemies when usin Minimum distance at which the turret can engage enemies when using Max Attack Range Secondary Maximum distance at which the turret can engage enemies when usin Priority modification to apply based on distance to target. Higher value Priority modification to apply based on damage a target has already s Priority modification to apply based on the value of the target. Higher Specify whether this turret requires base power to operate: 1 to requ Specify whether to produce a debug logfile about the turrets targetti

#### Note:

Vehicles are always classified as light vehicles unless they have the dp88\_AI\_heavyVehicleMarker scri

Never leave the Debug parameter enabled when releasing your mod, it will clog up everyones machines wi

#### Member Function Documentation

void dp88\_AI\_Turret::attackLocation ( GameObject \* obj,