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Subject: Re: Turret and GT not shooting  
Posted by [danpaul88](#) on Thu, 14 Jun 2012 08:06:37 GMT  
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I have found the best way to handle 'stop shooting at stuff you can no longer see' is to record the last time you 'saw' the enemy (via the Enemy\_Seen) event and have a timer that fires regularly to check that against the current time. If you have not 'seen' the enemy you are trying to shoot at for more than 2 or 3 seconds you should probably stop shooting at them.

Alternatively if you change;

```
params.AttackCheckBlocked = false;  
to  
params.AttackCheckBlocked = true;
```

I believe you will get an ActionComplete and it will stop firing if it can no longer shoot at the target, but I am not 100% sure what AttackCheckBlocked does so you will have to experiment (this is the sort of thing I would like to document so let me know your results if you do try this)

reborn wrote on Wed, 13 June 2012 22:57

Very nice documentation, DP. As a community, we tend to lack proper documentation, good job!

I am actually working on documenting all of the TT stuff in that fashion but there's an awful lot of it so it's slow going. Jonwil has done a bit too.

Another example;

Toggle Spoiler

#### File Attachments

1) [ar\\_miner\\_ai\\_docs.jpg](#), downloaded 683 times

```
int oreFieldValue
int oreLoadLevel
int oreValue
bool useAI
bool animating
int aiState
```

## Detailed Description

### Author:

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This class contains the basic logic for the ore miners used in Apocalypse Rising and supports both AI and player controlled miners. It is attached to an ore field whilst ore units are 'collected'.

The miner can hold up to a configurable number of ore units, each of which takes a configurable amount of time to mine from an ore field.

Miners can deposit ore at any time as long as they have at least one unit mined, with the total value of the deposited ore unit. Ore deposits are achieved by entering a script zone with the **dp88\_AR\_Ore\_Deposit\_Zone** attached to it.

When the AI is enabled the miner will use the pathfind grid to locate the nearest ore field and drive to it to begin mining. It will then drive to an ore deposit zone and drive there to unload its ore. This will be repeated ad-infinitum until the miner is destroyed. To prevent miners getting stuck in loops around problematic areas you should place pathfind blockers around the problematic areas and re-generate pathfind data to make it easier for the AI to find a route.

### Parameters:

<b>enableAI</b>	Specifies that this miner should use its AI to mine autonomously. 1 to enable AI, 0 to disable it.
<b>loadLevels</b>	Specifies the total number of ore units this miner can hold at any time
<b>orePerLoadLevel</b>	Amount of ore mined in each unit, this is multiplied by the oreValue parameter in the ore unit
<b>timePerLoadLevel</b>	The amount of time, in seconds, it takes to mine one ore unit from an ore field
<b>unloadtime</b>	The amount of time, in seconds, it takes to unload all ore units at an ore deposit zone
<b>aiStartDelay</b>	If the miner AI is enabled this specifies the initial delay before starting the first AI attempt at overriding this one.
<b>dockAnimation</b>	An optional animation to be played when depositing ore at a refinery
<b>dockSound</b>	An optional sound effect to be played when depositing ore at a refinery
<b>miningAnimation</b>	An optional animation to be played in a loop whilst mining in an ore field
<b>miningSound</b>	An optional sound effect to be played each time the ore load level increases

### Note:

Because this script is designed to act as a base class for both types of AR miner it is not named after either the Soviet War Miner or the American War Miner. However, because there is no additional logic required for the Soviet War Miner there isn't actually a derived class for it. Instead, the Soviet War Miner's LevelEdit is really an instance of this base class script.