Subject: defense scripts when weapon changes
Posted by robbyke on Sat, 31 Mar 2012 03:29:54 GMT
View Forum Message <> Reply to Message

if i give another weapon trough a powerup
then select it and attach a a base defense script
the defense wont fire at the correct distance

sometimes it fires when youre exactly in front of it.

i thought those scripts just fired the primary attack of the gun they had.

ive tried it with the normal weapons,defense weapons,and veh weapons

they give different results but never the range theyre supposed to have

---

Subject: Re: defense scripts when weapon changes
Posted by Whitedragon on Sat, 31 Mar 2012 04:57:10 GMT
View Forum Message <> Reply to Message

Make sure the SightRange of the object is correct for the weapon you're giving it. Check it in leveledit.

Subject: Re: defense scripts when weapon changes
Posted by robbyke on Sat, 31 Mar 2012 10:53:16 GMT
View Forum Message <> Reply to Message

does it have to be 100% correct?

i found it the model prevented vision therefore it couldnt see its target

---

Subject: Re: defense scripts when weapon changes
Posted by zunnie on Sat, 31 Mar 2012 11:15:44 GMT
View Forum Message <> Reply to Message

The sightrange has to be the same or greater than the weapon ammo range.

Subject: Re: defense scripts when weapon changes
Posted by Whitedragon on Sat, 31 Mar 2012 21:08:17 GMT
View Forum Message <> Reply to Message

robbyke wrote on Sat, 31 March 2012 03:53does it have to be 100% correct?

No, but it will only fire at objects within its SightRange. Some of the multiplayer presets that weren't intended to be bots have a SightRange of 0, so you'll need to change that if you're using them.