
Subject: Re: Having a small problem with JFW_Base_Defense_Animated
Posted by [NeoSaber](#) on Tue, 24 Jan 2006 21:14:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

I can think of two possibilities right now.

I don't know exactly how that script works, but for AI to function properly the model usually needs to be exported with all the important bones (turret, barrel, and muzzle) at 0,0,0 rotation. It can mess up sighting if those bones are out of alignment. If there is a way, export the model fully deployed and use the scripts to animate it into its undeployed state. That might help, but it still might not work since the bones will get rotated wrong by the animation.

Another possibility (and this one might be more likely given the situation) is that being so close to the ground is causing it to have an obstructed view of targets. AI scripts typically ignore things they can't hit, and the ground itself may be blocking it's line of sight. Since it works if you move the turret a few meters up in the air, I'd try moving the model down a few meters in Gmax. That way when you place it in Level Edit, the model's origin is technically several meters in the air, and might clear up any line of sight issues as the gun might use the elevated origin as its gun sight.
