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Subject: Re: How does the obilisk choose its targets?  
Posted by [Genesis2001](#) on Sun, 02 Nov 2008 21:20:47 GMT  
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I just remembered... My base defense scripts were meant for secondary base defenses

Not primary ones :\ lol

Anyway..My scripts make it so base-defenses come in 4 types. (anti-inf, anti-air, anti-veh, and general defense)

They've got an internal targeting system that determines what to shoot at based upon the priority level the Enemy\_Seen event "sees" - it stores one target's ID and if it sees another one (and it's bound to see more than one ...) It goes through a check to determine whether it's a higher priority target.

\* Note: These AI Scripts are based upon a conversation with danpaul88 shortly after he showed off his AI through a Video for Apocalypse Rising. (I asked him how I could make my own AI Scripts and he told me how he did it for AR...so, Credits go to AR/dp88, I think)

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