i suppose this piece of code would get my defence to keep firing forward but it wont even execute the first attack

```
void KB_AI_Rep_Turret::Created(GameObject *obj)
{
 float Facing = Commands->Get_Facing(obj);
 Vector3 PosTar = Commands->Get_Position(obj);
 PosTar.Z += 2.0f;
 PosTar.X += static_cast<float>(10*cos(Facing*(PI/180)));
 PosTar.Y += static_cast<float>(10*sin(Facing*(PI/180)));
 Target = Commands->Create_Object("Invisible_Object",PosTar);
 ActionParamsStruct params;
 Vector3 pos;
 params.Set_Basic(this,100,1);
 params.Set_Face_Location(Commands->Get_Position(Target),Commands->Get_Facing(Target)
,1.0f);
 Commands->Action_Face_Location(Target,params);
}

void KB_AI_Rep_Turret::Action_Complete(GameObject *obj,int action_id,ActionCompleteReason
complete_reason)
{
 if (action_id == 1)
 {
  ActionParamsStruct params;
  Vector3 pos;
  params.Set_Basic(this,100,2);
  params.Set_Attack(Target,40,0,true);
  params.AttackCheckBlocked = false;
  Commands->Action_Attack(Target,params);
 }
}
```

ive checked at JFW_Engineer_Repair but it seems to be the same what do i miss?