
Subject: Turret and GT not shooting

Posted by [robbyke](#) on Mon, 11 Jun 2012 02:58:57 GMT

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the turret and GT models wont fire

theyll only fire when someone is nearly in it

i thought it was my scripts first but then every defence should have the problem or am i wrong?
header file

```
class KB_Base_Defence : public ScriptImpClass {
    unsigned int id1;
    unsigned int id2;
    unsigned int id3;
    unsigned int objtype;
    int CurrentTarget;
    bool Firing;

    void Created(GameObject *obj);
    void Enemy_Seen(GameObject *obj,GameObject *enemy);
    bool IsValidEnemy(GameObject* WeaponObj, GameObject* EnemyObj);
    void Action_Complete(GameObject *obj,int action_id,ActionCompleteReason complete_reason);
    void Timer_Expired(GameObject *obj,int number);
    public: void Register_Auto_Save_Variables();
};
```

cpp file

```
void KB_Base_Defence::Created(GameObject *obj)
{
    Vector3 pos,pos1,pos2,pos3;
    GameObject *object;
    objtype = Commands->Get_Player_Type(obj);
    Commands->Enable_Hibernation(obj,false);
    Commands->Innate_Enable(obj);
    Commands->Enable_Enemy_Seen(obj,true);
    pos = Commands->Get_Position(obj);
    CurrentTarget = NULL;
    pos1.X = pos.X - 10;
    pos1.Y = pos.Y - 10;
    pos1.Z = pos.Z + 2;
    pos2.X = pos.X + 10;
    pos2.Y = pos.Y;
    pos2.Z = pos.Z + 2;
    pos3.X = pos.X + 10;
```

```

pos3.Y = pos.Y - 10;
pos3.Z = pos.Z + 2;
Firing = false;
object = Commands->Create_Object("Invisible_Object",pos1);
if (object)
{
    id1 = Commands->Get_ID(object);
}
object = Commands->Create_Object("Invisible_Object",pos2);
if (object)
{
    id2 = Commands->Get_ID(object);
}
object = Commands->Create_Object("Invisible_Object",pos3);
if (object)
{
    id3 = Commands->Get_ID(object);
}
Commands->Start_Timer(obj,this,10,1);
}

void KB_Base_Defence::Enemy_Seen(GameObject *obj,GameObject *enemy)
{
    GameObject *o = Get_Vehicle(enemy);
    if (o)
    {
        enemy = o;
    }
    ActionParamsStruct params;
    Vector3 pos,pos2;
    float maxattack;
    float attacktimer;
    pos = Commands->Get_Position(obj);
    pos2 = Commands->Get_Position(enemy);

    if (IsValidEnemy(obj,enemy) && !Firing)
    {
        maxattack = Get_Float_Parameter("MaxAttackDistance");
        params.Set_Basic(this,100,2);
        if(Get_Int_Parameter("AdjustAim") != 0 && enemy->As_SoldierGameObj())
        {
            params.Set_Attack(Commands->Get_Position(enemy),maxattack,0.0,true);
        }
        else
        {
            params.Set_Attack(enemy,maxattack,0.0,true);
        }
        params.AttackCheckBlocked = false;
    }
}

```

```

params.AttackForceFire = true;
Commands->Action_Attack(obj,params);
CurrentTarget = Commands->Get_ID(enemy);
attacktimer = Get_Float_Parameter("AttackTimer");
Commands->Start_Timer(obj,this,attacktimer,2);
}
}

```

```

bool KB_Base_Defence::IsValidEnemy(GameObject* WeaponObj, GameObject* EnemyObj) {
if (!EnemyObj) return false;
if (Commands->Get_Player_Type(EnemyObj) == Commands->Get_Player_Type(WeaponObj))
return false;
if (Commands->Get_Health(EnemyObj) <= 0) return false;
if (!Commands->Is_Object_Visible(WeaponObj, EnemyObj)) return false;
if (Is_Script_Attached(EnemyObj,"KB_Friendly_Zone_Generated")) return false;
if (EnemyObj->As_VehicleGameObj() && Get_Vehicle_Driver(EnemyObj))
{
if (Is_Script_Attached(Get_Vehicle_Driver(EnemyObj),"KB_Friendly_Zone_Generated")) return
false;
}
float minattack = Get_Float_Parameter("MinAttackDistance");
float maxattack = Get_Float_Parameter("MaxAttackDistance");

```

```

Vector3 WeaponObjPos = Commands->Get_Position(WeaponObj);
Vector3 WeaponObjPosXY = WeaponObjPos;
WeaponObjPosXY.Z = 0;

```

```

Vector3 EnemyObjPos = Commands->Get_Position(EnemyObj);
Vector3 EnemyObjPosXY = EnemyObjPos;
EnemyObjPosXY.Z = 0;

```

```

float DistanceXY = Commands->Get_Distance(WeaponObjPosXY, EnemyObjPosXY);

```

```

return DistanceXY > minattack && DistanceXY < maxattack;
}

```

```

void KB_Base_Defence::Action_Complete(GameObject *obj,int action_id,ActionCompleteReason
complete_reason)
{
if (action_id == 2)
{
Commands->Action_Reset(obj,100);
}
}

```

```

void KB_Base_Defence::Timer_Expired(GameObject *obj,int number)
{
ActionParamsStruct var;

```

```

GameObject *object;
float f;
if(number == 1 && !Firing)
{
f = Commands->Get_Random(0.0f,2.9999f);
switch (__min(int(f),2))
{
case 0:
object = Commands->Find_Object(id1);
if (object)
{
var.Set_Basic(this,70,1);
var.Set_Attack(object,0.0,0.0,true);
Commands->Action_Attack(obj,var);
}
break;
case 1:
object = Commands->Find_Object(id2);
if (object)
{
var.Set_Basic(this,70,1);
var.Set_Attack(object,0.0,0.0,true);
Commands->Action_Attack(obj,var);
}
break;
default:
object = Commands->Find_Object(id3);
if (object)
{
var.Set_Basic(this,70,1);
var.Set_Attack(object,0.0,0.0,true);
Commands->Action_Attack(obj,var);
}
}
Commands->Start_Timer(obj,this,10,1);
}
if(number == 2)
{
if(!IsValidEnemy(obj,Commands->Find_Object(CurrentTarget)))
{
Commands->Action_Reset(obj,100);
Firing = false;
}
}
}

void KB_Base_Defence::Register_Auto_Save_Variables()
{

```

```
Auto_Save_Variable(&id1,4,1);
Auto_Save_Variable(&id2,4,2);
Auto_Save_Variable(&id3,4,3);
Auto_Save_Variable(&objtype,4,4);
}
ScriptRegistrant<KB_Base_Defence>
KB_Base_Defence_Registrant("KB_Base_Defence","MinAttackDistance=0.0:float,MaxAttackDistance=300.0:float,AttackTimer=10.0:float,AdjustAim=0:int");
```

this is my defence AI
it targets both vtol and ground
and is power independant

ive made it using several ai scripts from TT

edit : fixed the spoiler things
