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Subject: Re: Turret and GT not shooting

Posted by [danpaul88](#) on Mon, 11 Jun 2012 07:49:00 GMT

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For reference, dp88\_AI\_Turret also supports targeting VTOL and ground and is optionally power independent (it also supports target priorities, such that you can instruct it to prefer shooting infantry instead of vehicles if there are any nearby, or to try and finish off badly damaged targets before healthy ones).

For reference;  
Toggle Spoiler

Anyway, it sounds to me like your sight range might be too small in your LE preset. The sight range variable determines how far away the defence can 'see' enemies and thus shoot at them.

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### File Attachments

1) [ai turret.jpg](#), downloaded 964 times

## Detailed Description

### Author:

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A custom designed turret AI code designed to allow maximum flexibility in implementation without needing multiple

The turret AI uses a priority based system to 'intelligently' pick targets based upon a range of criteria such as the in the script parameters to give you a high degree of control over which of several targets a turret will choose to concentrate their fire on a single target for maximum impact.

### Parameters:

|                                   |   |
|-----------------------------------|---|
| <b>Priority_Infantry</b>          | Base targetting priority for infantry targets, or 0 to ignore infantry      |
| <b>Weapon_Infantry</b>            | Weapon to use against infantry targets: 0 for primary fire, 1 for second    |
| <b>Splash_Infantry</b>            | Determines if we should try to damage infantry with splash instead of       |
| <b>Priority_Light_Vehicle</b>     | Base targetting priority for light vehicle targets, or 0 to ignore light ve |
| <b>Weapon_Light_Vehicle</b>       | Weapon to use against light vehicle targets: 0 for primary fire, 1 for s    |
| <b>Priority_Heavy_Vehicle</b>     | Base targetting priority for heavy vehicle targets, or 0 to ignore heav     |
| <b>Weapon_Heavy_Vehicle</b>       | Weapon to use against heavy vehicle targets: 0 for primary fire, 1 for      |
| <b>Priority_VTOL</b>              | Base targetting priority for flying targets, or 0 to ignore flying targets  |
| <b>Weapon_VTOL</b>                | Weapon to use against flying targets: 0 for primary fire, 1 for seconda     |
| <b>Min_Attack_Range</b>           | Minimum distance at which the turret can engage enemies when using          |
| <b>Max_Attack_Range</b>           | Maximum distance at which the turret can engage enemies when using          |
| <b>Min_Attack_Range_Secondary</b> | Minimum distance at which the turret can engage enemies when using          |
| <b>Max_Attack_Range_Secondary</b> | Maximum distance at which the turret can engage enemies when using          |
| <b>Modifier_Distance</b>          | Priority modification to apply based on distance to target. Higher valu     |
| <b>Modifier_Target_Damage</b>     | Priority modification to apply based on damage a target has already s       |
| <b>Modifier_Target_Value</b>      | Priority modification to apply based on the value of the target. Higher     |
| <b>Requires_Power</b>             | Specify whether this turret requires base power to operate: 1 to requ       |
| <b>Debug</b>                      | Specify whether to produce a debug logfile about the turrets targetting     |

### Note:

Vehicles are always classified as light vehicles unless they have the `dp88_AI_heavyVehicleMarker` scrip

### Warning:

Never leave the Debug parameter enabled when releasing your mod, it will clog up everyones machines wi

## Member Function Documentation

```
void dp88_AI_Turret::attackLocation ( GameObject * obj,
```