Subject: Re: Turret and GT not shooting
Posted by danpaul88 on Thu, 14 Jun 2012 08:06:37 GMT
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I have found the best way to handle 'stop shooting at stuff you can no longer see' is to record the last time you 'saw' the enemy (via the Enemy_Seen) event and have a timer that fires regularly to check that against the current time. If you have not 'seen' the enemy you are trying to shoot at for more than 2 or 3 seconds you should probably stop shooting at them.

Alternatively if you change;

params.AttackCheckBlocked = false;
to
params.AttackCheckBlocked = true;

I believe you will get an ActionComplete and it will stop firing if it can no longer shoot at the target, but I am not 100% sure what AttackCheckBlocked does so you will have to experiment (this is the sort of thing I would like to document so let me know your results if you do try this)

reborn wrote on Wed, 13 June 2012 22:57
Very nice documentation, DP. As a community, we tend to lack proper documentation, good job!

I am actually working on documenting all of the TT stuff in that fashion but there's an awful lot of it so it's slow going. Jonwil has done a bit too.

Another example;
Toggle Spoiler

File Attachments

1) ar_miner_ai_docs.jpg, downloaded 193 times

int	**oreFieldValue**
int	**oreLoadLevel**
int	**oreValue**
bool	**useAI**
bool	**animating**
int	**aiState**

Detailed Description

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This class contains the basic logic for the ore miners used in Apocalypse Rising and supports both AI and player c
script zone with the **dp88_AR_Ore_Field_Zone** script attached to it, which determines the value of each ore 'u
scripts.

The miner can hold up to a configurable number of ore units, each of which takes a configurable amount of time t
field whilst ore units are 'collected'.

Miners can deposit ore at any time as long as they have at least one unit mined, with the total value of the depo
unit. Ore deposits are achieved by entering a script zone with the **dp88_AR_Ore_Deposit_Zone** attached to it

When the AI is enabled the miner will use the pathfind grid to locate the nearest ore field and drive to it to begin
ore deposit zone and drive there to unload it's ore. This will be repeated ad-infinitum until the miner is destroyed.
objects you should place pathfind blockers around the problematic areas and re-generate pathfind data to make i

Parameters:

enableAI	Specifies that this miner should use its AI to mine autonomously. 1 to enable AI, 0 d
loadLevels	Specifies the total number of ore units this miner can hold at any time
orePerLoadLevel	Amount of ore mined in each unit, this is multiplied by the oreValue parameter in the ore unit
timePerLoadLevel	The amount of time, in seconds, it takes to mine one ore unit from an ore field
unloadtime	The amount of time, in seconds, it takes to unload all ore units at an ore deposit zo
aiStartDelay	If the miner AI is enabled this specifies the initial delay before starting the first AI a overriding this one.
dockAnimation	An optional animation to be played when depositing ore at a refinery
dockSound	An optional sound effect to be played when depositing ore at a refinery
miningAnimation	An optional animation to be played in a loop whilst mining in an ore field
miningSound	An optional sound effect to be played each time the ore load level increases

Note:
Because this script is designed to act as a base class for both types of AR miner it is not named after eith
However, because there is no additional logic required for the Soviet War Miner there isn't actually a deriv
LevelEdit is really an instance of this base class script.