
Subject: Re: Turret and GT not shooting
Posted by [robbyke](#) on Thu, 14 Jun 2012 09:25:01 GMT
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danpaul88 wrote on Thu, 14 June 2012 10:06Alternatively if you change;

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

i tried that:

my gun would stop shooting BUT it would still follow the target

so it wont give an action complete it just wont fire

as soon as target pops up again it will fire again

however this is what happened in my case could be this is not for all cases

if you want i can try it out to full extend

i think its just that it wont attack if it cant hit a target but it wont lose track of it (you need to do action reset for it)
