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Subject: Re: AGT

Posted by [Xpert](#) on Sat, 04 Aug 2012 21:09:11 GMT

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The AGT fires more accurately. On 4.0 servers, the AGT doesn't fire anymore at players if the enemy isn't in their site. The old way, the AGT would shoot its machine guns at places like the C&C\_Field tunnels even though the player isn't in sight of the AGT or has left the sight of the AGT.

This fix probably has something to do with it. If an enemy is in sight, it will fire at that exact moment.

```
void GDI_AGT_Gun::Enemy_Seen(GameObject* GunObj, GameObject* EnemyObj)
{
    // Check for an living target which is in range
    if (!IsValidEnemy(GunObj, EnemyObj))
        return;

    // If the current enemy is still a valid target, ignore this enemy
    if (IsValidEnemy(GunObj, Commands->Find_Object(EnemyID)))
        return;

    // Attack!
    ActionParamsStruct ActionParams;
    ActionParams.Set_Basic(this, 100, 1);
    ActionParams.Set_Attack(EnemyObj, 300, 0, true);
    ActionParams.AttackCheckBlocked = false;
    Commands->Action_Attack(GunObj, ActionParams);

    Commands->Start_Timer(GunObj, this, .1f, 0);

    EnemyID = Commands->Get_ID(EnemyObj);
}
```