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Subject: Re: AGT

Posted by [StealthEye](#) on Tue, 07 Aug 2012 01:13:14 GMT

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FYI: The AGT machine guns fire at the first target they see. The rocket is fired at the target of the first machine gun assuming that this target is also visible to the machine gun (if not, it could switch to the second machine gun's target). Switching targets when they become invalid (behind wall/out of range) is undefined, you could consider it random.

This is all exactly the same as in stock. The only real difference is that the TT AGT ensures not to keep firing when the target becomes invalid. The original code is broken in that sense, as it only makes the AGT stop sometimes.

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