## Subject: attack script ai
Posted by robbyke on Sun, 22 Apr 2012 22:39:24 GMT
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i suppose this piece of code would get my defence to keep firing forward but it wont even execute the first attack

```
void KB_AI_Rep_Turret::Created(GameObject *obj)
{
 float Facing = Commands->Get_Facing(obj);
 Vector3 PosTar = Commands->Get_Position(obj);
 PosTar.Z += 2.0f;
 PosTar.X += static_cast<float>(10*cos(Facing*(PI/180)));
 PosTar.Y += static_cast<float>(10*sin(Facing*(PI/180)));
 Target = Commands->Create_Object("Invisible_Object",PosTar);
 ActionParamsStruct params;
 Vector3 pos;
 params.Set_Basic(this,100,1);
 params.Set_Face_Location(Commands->Get_Position(Target),Commands->Get_Facing(Target)
,1.0f);
 Commands->Action_Face_Location(Target,params);
}

void KB_AI_Rep_Turret::Action_Complete(GameObject *obj,int action_id,ActionCompleteReason
complete_reason)
{
 if (action_id == 1)
 {
  ActionParamsStruct params;
  Vector3 pos;
  params.Set_Basic(this,100,2);
  params.Set_Attack(Target,40,0,true);
  params.AttackCheckBlocked = false;
  Commands->Action_Attack(Target,params);
 }
}
```

ive checked at JFW_Engineer_Repair but it seems to be the same what do i miss?

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## Subject: Re: attack script ai
Posted by E! on Mon, 23 Apr 2012 05:07:23 GMT
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have u checked if your Action_Face_Location is ever completed?
if so i would recommend you to try to do an Action_Reset before calling the new Action.

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+ i think you need at least those in your Created case to make vehicles work with that script:
Commands->Enable_Enemy_Seen(obj,true);//Just in case you want to work with Enemy_Seen case
Commands->Innate_Enable(obj);
Commands->Enable_Vehicle_Transitions(obj,false);

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Subject: Re: attack script ai
Posted by robbyke on Mon, 23 Apr 2012 08:03:30 GMT
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the facing never starts

i dont want to use enemy seen so i didnt activate it i just wanted to make a turret that keeps firing (a rep gun) in the same direction

and these 2 lines didnt change anything after ive put them in

Commands->Innate_Enable(obj);
Commands->Enable_Vehicle_Transitions(obj,false);

Found my mistake action should be performed by my obj not my target how fckn dumb:(

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