
Subject: defenses fire at each other

Posted by [robbyke](#) on Tue, 24 Apr 2012 23:27:24 GMT

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i remade JFW_Base_Defence

and i works perfect however (using a guardtower and a turret) i added that it shouldnt attack if their target has no moveable physics.

but stil the guardtower and turret attack eachother

the code wich i forgot :

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```
void KB_Base_Defence::Enemy_Seen(GameObject *obj,GameObject *enemy)
{
    if(!Is_Script_Attached(enemy,"KB_Friendly_Zone_Generated") &&
    Commands->Is_A_Star(enemy)||Is_Harvester(enemy))
    {
        bool attack = true;
        GameObject *o = Get_Vehicle(enemy);
        if (o)
        {
            enemy = o;
        }
        if(Is_Vehicle(enemy))
        {
            MoveablePhysClass* moveable =
enemy->As_PhysicalGameObj()->Peek_Physical_Object()->As_MoveablePhysClass();
            if(!moveable)
            {
                attack = false;
            }
        }
        if(attack)
        {
            ActionParamsStruct params;
            Vector3 pos,pos2;
            float distance;
            float minattack,maxattack;
            float attacktimer;
            pos = Commands->Get_Position(obj);
            pos2 = Commands->Get_Position(enemy);
            distance = Commands->Get_Distance(pos2,pos);
            minattack = Get_Float_Parameter("MinAttackDistance");
            if (distance >= minattack)
            {
                maxattack = Get_Float_Parameter("MaxAttackDistance");
                params.Set_Basic(this,100,2);
            }
        }
    }
}
```

```
params.Set_Attack(enemy,maxattack,0.0,true);
params.AttackCheckBlocked = false;
params.AttackForceFire = true;
Commands->Action_Attack(obj,params);
attacktimer = Get_Float_Parameter("AttackTimer");
Commands->Start_Timer(obj,this,attacktimer,2);
}
}
}
}
```

Subject: Re: defenses fire at each other
Posted by [liquidv2](#) on Wed, 25 Apr 2012 04:36:22 GMT
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this is very exciting news

Subject: Re: defenses fire at each other
Posted by [liquidv2](#) on Wed, 25 Apr 2012 04:41:29 GMT
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oh; are you actually asking for help with getting the turrets to stop attacking the guard towers? i thought you were just letting us know of the great news

Subject: Re: defenses fire at each other
Posted by [robbyke](#) on Wed, 25 Apr 2012 07:42:37 GMT
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oh wow i thought you were smarter then that i almost do nothing else then ask help here nice you noticed

i forgot to add the code

Subject: Re: defenses fire at each other
Posted by [danpaul88](#) on Wed, 25 Apr 2012 10:43:37 GMT
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Well that's hardly surprising since guard towers and turrets are actually vehicles (albeit stationary) and thus DO have movable physics

Subject: Re: defenses fire at each other
Posted by [jonwil](#) on Wed, 25 Apr 2012 10:46:35 GMT
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actually, no, I suspect the objects in question have physics of type DecorationPhys which means they dont move.

Subject: Re: defenses fire at each other
Posted by [danpaul88](#) on Wed, 25 Apr 2012 11:50:10 GMT
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Really? I thought all vehicles derives from MovablePhys. Learn something new every day

Subject: Re: defenses fire at each other
Posted by [jonwil](#) on Wed, 25 Apr 2012 12:04:49 GMT
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Nope, vehicles dont have to be moveable physics.
The rule is (at least after various fixes made in 4.0) that if you can select it from the physics type dropdown, it can be used.

So soldiers can only use HumanPhys (for example)

Subject: Re: defenses fire at each other
Posted by [iRANian](#) on Wed, 25 Apr 2012 13:11:51 GMT
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liquidv2 wrote on Tue, 24 April 2012 21:36this is very exciting news
he's gonna hack the matrix man

Subject: Re: defenses fire at each other
Posted by [robbyke](#) on Wed, 25 Apr 2012 14:21:50 GMT
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danpaul88 wrote on Wed, 25 April 2012 12:43Well that's hardly surprising since guard towers and turrets are actually vehicles (albeit stationary) and thus DO have movable physics

jonwil wrote on Wed, 25 April 2012 12:46actually, no, I suspect the objects in question have physics of type DecorationPhys which means they dont move.

leveledit states they are decorationphys,
i just wonder now though how can i test if the target is a stationary defence?

Subject: Re: defenses fire at each other
Posted by [jonwil](#) on Wed, 25 Apr 2012 14:27:31 GMT
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```
Try  
if (Get_Vehicle_Mode(obj) == VEHICLE_TYPE_TURRET)  
{  
    //blah  
}
```

You will need to #include "VehicleGameObjDef.h"

Subject: Re: defenses fire at each other
Posted by [robbyke](#) on Wed, 25 Apr 2012 15:19:22 GMT
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stil the same

Subject: Re: defenses fire at each other
Posted by [Jerad2142](#) on Thu, 26 Apr 2012 12:49:57 GMT
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Please make sure of the following:

1. You don't have two defense scripts on the turret do you? (keep in mind some presets have base defense scripts on them by default).
 2. Your not placing this script on the agt guns or something like that.
 3. The scripts are for sure being updated in the Renegade folder.
-

Subject: Re: defenses fire at each other
Posted by [robbyke](#) on Thu, 26 Apr 2012 15:42:52 GMT
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i thought about scripts already present ar first to but i removed all present scripts on the objects.

i dont get what you mean with the third one

Subject: Re: defenses fire at each other
Posted by [Jerad2142](#) on Sat, 28 Apr 2012 04:19:57 GMT
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I have my scripts export directly to ren's folder on compile, as a result there are times where another program will be using scripts (Level editor or game.exe) which prevents the update from compiling and thus to last compiled version remains.

I'm only tossing these ideas out because I don't see any other reason why the turrets would keep attacking each other.
