Subject: AGT
Posted by Major-Payne on Sat, 04 Aug 2012 09:24:11 GMT
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Was anything done to modify the AGT firing rate or the AGT rocket splash range?

I've been trying to run to ref with people on mesa with techs but the agt got us both every single time, same thing for the wf walk on gaycier, and the wf walk on city/city_fly

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Subject: Re: AGT
Posted by Jamie or NuneGa on Sat, 04 Aug 2012 10:53:55 GMT
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Theres a lot of luck involved in mesa, but I can still do it with one person if I wait for agt to shoot harv, so I disbelieve your initial hypothesis.

Glacier is too random... keep trying.

Subject: Re: AGT
Posted by Generalcamo on Sat, 04 Aug 2012 14:36:04 GMT
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What server were you on? TT did nothing of the sort, but the server might have.

Subject: Re: AGT
Posted by Sean on Sat, 04 Aug 2012 17:42:48 GMT
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Jamie or NuneGa wrote on Sat, 04 August 2012 03:53Theres a lot of luck involved in mesa, but I can still do it with one person if I wait for agt to shoot harv, so I disbelieve your initial hypothesis.

Glacier is too random... keep trying.

This, nothing's been changed your just bad mudkipz.

Subject: Re: AGT
Posted by Major-Payne on Sat, 04 Aug 2012 18:11:21 GMT
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hmmm, odd

Subject: Re: AGT
Posted by YesNoMayb on Sat, 04 Aug 2012 19:45:48 GMT
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I tried the wf walk on glacier too and I couldn't do it. I agree with mudkips on this. I used to be able to do it easily pre-4.0.

Subject: Re: AGT
Posted by Generalcamo on Sat, 04 Aug 2012 20:53:02 GMT
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I think I know the reason.

The netcode has been improved since pre-4.0, so there is less lag. That means that the AGT will "see" you quicker then normal.

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);
}
```

Subject: Re: AGT
Posted by liquidv2 on Sun, 05 Aug 2012 06:35:25 GMT
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you can't get by using lag like in the past
updated renegade hurrrrrdurf

Subject: Re: AGT
Posted by Major-Payne on Sun, 05 Aug 2012 08:36:18 GMT
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Well this does take out an important tactical element in the game. Is this going to be fixed? I doubt
this is what TT would have intended, since it's a valid tactic that has been used for a decade now

---

Subject: Re: AGT
Posted by iRANian on Sun, 05 Aug 2012 08:56:33 GMT
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The only reason that worked is because the base defences were bugged before, it's not intended
for people to walk those areas.

Subject: Re: AGT
Posted by zunnie on Sun, 05 Aug 2012 10:41:39 GMT
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Major-Payne wrote on Sun, 05 August 2012 04:36Well this does take out an important tactical
element in the game. Is this going to be fixed? I doubt this is what TT would have intended, since
it's a valid tactic that has been used for a decade now
It IS fixed. Now you want to fix the fix that fixed it?

Subject: Re: AGT
Posted by Troll King on Sun, 05 Aug 2012 17:29:42 GMT

PARADOX!

Subject: Re: AGT
Posted by liquidv2 on Sun, 05 Aug 2012 18:06:05 GMT

Major-Payne wrote on Sun, 05 August 2012 03:36Well this does take out an important tactical element in the game. Is this going to be fixed? I doubt this is what TT would have intended, since it's a valid tactic that has been used for a decade now
a valid tactic? you think Westwood intended for people to run past defenses in plain sight? it became a tactic because it worked, much like ob walking
we got rid of that shit as well
the only reason people got away with it for so long is cuz ren is a laggy bugged-out nightmare in terms of coding

---

Subject: Re: AGT
Posted by Major-Payne on Sun, 05 Aug 2012 18:42:59 GMT

wait, ob walking as in walking in with 2 people in different directions or ob walking as in glitching the ob?

Also, I don't see it as an invalid tactic, two people work together, one to distract base defences and the other to get the job done. How is that different from trying to get into someone's base with 2 hotties by taking 2 different routes when someone is camping tunnels?

Subject: Re: AGT
Posted by robbyke on Sun, 05 Aug 2012 18:54:53 GMT

the splitting tactic mostly wont work on the AGT

or at least ive never seen an succesfull one

at Nod it is a valid tactic

Subject: Re: AGT

Posted by Major-Payne on Sun, 05 Aug 2012 19:48:40 GMT
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also, you can't C4 the gdi harv anymore as nod an hourglass

but GDI can still C4 the nod harv

Subject: Re: AGT
Posted by iRANian on Sun, 05 Aug 2012 19:58:34 GMT
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I can C4 harvester just fine as nod

Subject: Re: AGT
Posted by liquidv2 on Mon, 06 Aug 2012 02:33:11 GMT
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not like GDI couldn't use the help on that map, especially on servers that allow hill camping
if GDI could sit safely on top of the hill it might be a different story entirely

Subject: Re: AGT
Posted by EvilWhiteDragon on Mon, 06 Aug 2012 08:02:32 GMT
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If I recall correctly from SEye's explanation ages ago, the AGT works like this: All machine guns
can target independent targets. When 3 of the guns target the same target it'll lock on rockets on
that target.

Subject: Re: AGT
Posted by Major-Payne on Mon, 06 Aug 2012 09:06:09 GMT
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Well technically, if the AGT guns fire more accurately now, that WOULD constitute a change in
the rocket firing rate with 4.0

Subject: Re: AGT
Posted by Distrbd21 on Mon, 06 Aug 2012 12:37:01 GMT
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So you guys beg for them to fix Renegade, but then you cry and bitch when they do?????

TBH the agt can still be walked, you just need to up your skillz and stop being a n00b, man up and use team work.

Subject: Re: AGT
Posted by Major-Payne on Mon, 06 Aug 2012 16:16:33 GMT
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Distrbd21 wrote on Mon, 06 August 2012 05:37lol im a retard with no input

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Subject: Re: AGT
Posted by liquidv2 on Mon, 06 Aug 2012 17:07:25 GMT
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it seems that you're asking TT to break something they finally fixed over 10 years
many players don't even attempt to stop such a rush because there's no real reason a player
should be able to cross a football field of distance in the open without getting killed by the AGT

this is a good change MUDKIPS - embrace it, don't fight it

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.