
Subject: Re: How does the obilisk choose its targets?

Posted by [w0dka](#) on Tue, 28 Oct 2008 22:43:18 GMT

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pseudoalgorithm:

Obelisc loads on enemy entering line of sight.

On OBELISC_loaded get hpvalue of all units in line of fire && range

sort after min hits.

exclude all units from possible target list that need more hits then the lowest hp one.

sort all units that will die in least possible hits for vehicles, no vehicle found choose infantrypriority list. if vehicle found use vehicle priority list.

vehicle priority list:

Mammoth

Flamer

APC

Stank

Med & Light

Art & MLRS

Buggy & Hmvee

inf. priority list:

Hotwire& tech

Units sorted after cost.

if there are more wounded mammys or such things ob will always choose that with lowest hp, or if all the same that closest to ob.

/repeat till nothing in line of sight.

just my idea after thinking 5 mins....

in my experience the ob chooses the the last entering'/ farthest away object. Remember a match on field where we mammycharge them. one mammy stayed and shelled the hon while all others charge in and nuke the ob/rest of base. The ob only tried to hit the honmammy. But 'cause of feeled like 6 hotwires he didn't die.
