
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 :

Toggle Spoiler

```
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);
}
}
}
}
```
