
Subject: Re: Turret and GT not shooting

Posted by [danpaul88](#) on Mon, 11 Jun 2012 07:49:00 GMT

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For reference, dp88_AI_Turret also supports targeting VTOL and ground and is optionally power independent (it also supports target priorities, such that you can instruct it to prefer shooting infantry instead of vehicles if there are any nearby, or to try and finish off badly damaged targets before healthy ones).

For reference;
Toggle Spoiler

Anyway, it sounds to me like your sight range might be too small in your LE preset. The sight range variable determines how far away the defence can 'see' enemies and thus shoot at them.

File Attachments

1) [ai_turret.jpg](#), downloaded 816 times

Detailed Description

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A custom designed turret AI code designed to allow maximum flexibility in implementation without needing multiple

The turret AI uses a priority based system to 'intelligently' pick targets based upon a range of criteria such as the in the script parameters to give you a high degree of control over which of several targets a turret will choose to concentrate their fire on a single target for maximum impact.

Parameters:

Priority_Infantry	Base targetting priority for infantry targets, or 0 to ignore infantry
Weapon_Infantry	Weapon to use against infantry targets: 0 for primary fire, 1 for secondary
Splash_Infantry	Determines if we should try to damage infantry with splash instead of
Priority_Light_Vehicle	Base targetting priority for light vehicle targets, or 0 to ignore light ve
Weapon_Light_Vehicle	Weapon to use against light vehicle targets: 0 for primary fire, 1 for se
Priority_Heavy_Vehicle	Base targetting priority for heavy vehicle targets, or 0 to ignore hea
Weapon_Heavy_Vehicle	Weapon to use against heavy vehicle targets: 0 for primary fire, 1 for
Priority_VTOL	Base targetting priority for flying targets, or 0 to ignore flying targets
Weapon_VTOL	Weapon to use against flying targets: 0 for primary fire, 1 for seconda
Min_Attack_Range	Minimum distance at which the turret can engage enemies when using
Max_Attack_Range	Maximum distance at which the turret can engage enemies when using
Min_Attack_Range_Secondary	Minimum distance at which the turret can engage enemies when using
Max_Attack_Range_Secondary	Maximum distance at which the turret can engage enemies when using
Modifier_Distance	Priority modification to apply based on distance to target. Higher val
Modifier_Target_Damage	Priority modification to apply based on damage a target has already su
Modifier_Target_Value	Priority modification to apply based on the value of the target. Higher
Requires_Power	Specify whether this turret requires base power to operate: 1 to requi
Debug	Specify whether to produce a debug logfile about the turrets targetti

Note:

Vehicles are always classified as light vehicles unless they have the **dp88_AI_heavyVehicleMarker** scrip

Warning:

Never leave the Debug parameter enabled when releasing your mod, it will clog up everyones machines wi

Member Function Documentation

```
void dp88_AI_Turret::attackLocation ( GameObject * obj,
```