Subject: Re: Turret and GT not shooting
Posted by reborn on Wed, 13 Jun 2012 21:57:34 GMT

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danpaul88 wrote on Mon, 11 June 2012 03:49For 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.

Very nice documentation, DP. As a community, we tend to lack proper documentation, good job!

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