

---

Subject: Re: Turret and GT not shooting

Posted by [danpaul88](#) on Thu, 14 Jun 2012 08:06:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have found the best way to handle 'stop shooting at stuff you can no longer see' is to record the last time you 'saw' the enemy (via the Enemy\_Seen) event and have a timer that fires regularly to check that against the current time. If you have not 'seen' the enemy you are trying to shoot at for more than 2 or 3 seconds you should probably stop shooting at them.

Alternatively if you change;

```
params.AttackCheckBlocked = false;  
to  
params.AttackCheckBlocked = true;
```

I believe you will get an ActionComplete and it will stop firing if it can no longer shoot at the target, but I am not 100% sure what AttackCheckBlocked does so you will have to experiment (this is the sort of thing I would like to document so let me know your results if you do try this)

reborn wrote on Wed, 13 June 2012 22:57

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

I am actually working on documenting all of the TT stuff in that fashion but there's an awful lot of it so it's slow going. Jonwil has done a bit too.

Another example;  
Toggle Spoiler

### File Attachments

---

1) [ar\\_miner\\_ai\\_docs.jpg](#), downloaded 737 times

