
Subject: Defence problem.

Posted by [Spetz5](#) on Sat, 02 Sep 2006 14:49:45 GMT

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

For some strange reason, Whenever I make a map, My defences Always miss their first shot, with the exception of the AGT. The obelisk will always charge, and shoot a random spot on the ground, and then attack the enemy. The turrets arn't as bad, they fire were their looking once ur in range, then they will turn and attack you. Lasrly, the guard towers do the same as the Turrets. I'm running the scripts that were included in black intel's "Turret lag fix V2"

Subject: Re: Defence problem.

Posted by [StealthEye](#) on Sat, 02 Sep 2006 14:58:25 GMT

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

Running the fix on the server? As that's not what it was meant for. You should run it at the client... Although I think I made it that it ignores it on the server side..

Subject: Re: Defence problem.

Posted by [Spetz5](#) on Sat, 02 Sep 2006 16:13:20 GMT

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

It's not FDS, just a LAN test of the map. And I am running it as a client. The map is just a redo of C&C Field, heres an example of what it does .

Hard to see in this one, but the GT's both shot at the wall before firing on my APC.

Ob's first shot was at the wall, not my APC

Turrets shot into thin air before shooting at me.

File Attachments

1) [AGT01.JPG](#), downloaded 594 times



2) [obelisk01.JPG](#), downloaded 587 times



3) [Turret01.JPG](#), downloaded 603 times



Subject: Re: Defence problem.
Posted by [Cat998](#) on Sat, 02 Sep 2006 16:22:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can host games with the client too stealth

Subject: Re: Defence problem.

Posted by [StealthEye](#) on Sat, 02 Sep 2006 16:50:05 GMT

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

Are you serious cat? show me! lol

Well, do you have the same problem when you do not use the turret lag fix?

Subject: Re: Defence problem.

Posted by [Spetz5](#) on Sun, 03 Sep 2006 20:50:27 GMT

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

Sorry for taking so long to respond, but I just tested it with Normal scripts 2.9, and I do not have this problem. So there might be some form of error within the turret lag fix code thats causing them to do this.

Subject: Re: Defence problem.

Posted by [StealthEye](#) on Sun, 03 Sep 2006 22:16:01 GMT

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

Added to TODO list. I will look into this later, maybe tomorrow.
