

---

Subject: Re: How does the obilisk choose its targets?

Posted by [reborn](#) on Tue, 28 Oct 2008 19:46:50 GMT

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

---

StealthEye wrote on Mon, 27 October 2008 13:04 Basically it fires at the object that came in sight first. If that object goes out of sight it will target at the one it finds first. This is probably the oldest object (which has the lowest id), but it may be quite random as well, not sure about that. So in general you can only predict that it targets at the first object in sight.

Note that it checks in 0.5 second delays, so sometimes it will not detect that an object goes out of sight (thus keep the same target) or it will "see" two objects going in sight at the same time. In that case it will be virtually random again, see above.

So basically it doesn't have intelligence in target prediction.

So every 0.5 seconds:

- If the previously targeted object is still visible, keep targeting it.
- Otherwise, target the first visible object found. (order for finding objects is not defined).

Well, I just explained it three times, but I still feel it's not very clear. If you got any followup questions, ask.

It that through reverse engineering, or educated guess?

I've always though the Obilisk could do with some intelligence when choosing targets, more so then the AGT.

---