
Subject: Re: How does the obilisk choose its targets?
Posted by [StealthEye](#) on Tue, 28 Oct 2008 20:14:57 GMT
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I cloned the original obelisk script to fix the "obby stays charged" bug. This is how the script works. Since people say it apparently does not shoot the first vehicle, perhaps there was another bug in there that I fixed so that it now does. The .5 second thing is accurate anyway. That's the way AI enemy seen logic works. If it indeed does not fire at the first vehicle on default, I assume it fires at the thing it apparently finds last, in which case I can not predict what it would be. It seems unlikely to me that it would always pick the object latest in view.

I agree that improving the target picking might be nice, but it could influence gameplay quite a bit. (Shoot the hotty rather than the engi / shoot the vehicle that will die in one shot rather than the one that can survive another / shoot the vehicle furthest away because maybe you can fire another shot at it / etc). lirc scripts contains a obelisk script clone (M00_Obelisk or M00_Obelisk_Weapon or something?), you should be able to enable its registrant and play around to find some nice algorithm. I'm interested in the results.
