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Subject: Scripts question Action\_Attack

Posted by [zunnie](#) on Mon, 06 Jul 2009 02:08:35 GMT

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```
void z_Cinematic_Attack::Created(GameObject *obj)
{
    GameObject *GotoObject = Commands->Find_Object(Get_Int_Parameter("ID"));
    ActionParamsStruct paramd;
    paramd.Set_Basic(this,100,100);
    paramd.Set_Goto_Following(GotoObject,10.0f,50.0f,true);
    Commands->Action_Goto(obj,paramd);

    ActionParamsStruct params;
    int priority = Get_Int_Parameter("Priority");
    float range = Get_Float_Parameter("Range");
    float deviation = Get_Float_Parameter("Deviation");
    int primary = Get_Int_Parameter("Primary");
    params.Set_Basic(this,priority,40016);
    params.Set_Attack_Hold(Commands->Find_Object(Get_Int_Parameter("ID")),range,deviation,primary,false);
    Commands->Action_Attack(obj,params);
}

void z_Cinematic_Attack::Action_Complete(GameObject *obj,int action,ActionCompleteReason reason)
{
    Commands->Action_Reset(obj,100);
}
```

Is what i am using to get the tank to move into position and attack the object.

But it sits still at the position it is created, it does fire at the object but it doesn't drive over there.

Anyone know a way to get it to move over there?

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