
Subject: Re: attack script ai

Posted by [E!](#) on Mon, 23 Apr 2012 05:07:23 GMT

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have u checked if your Action_Face_Location is ever completed?

if so i would recommend you to try to do an Action_Reset before calling the new Action.

+ i think you need at least those in your Created case to make vehicles work with that script:

Commands->Enable_Enemy_Seen(obj,true);//Just in case you want to work with Enemy_Seen case

Commands->Innate_Enable(obj);

Commands->Enable_Vehicle_Transitions(obj,false);
