Subject: Re: attack script ai
Posted by robbyke on Mon, 23 Apr 2012 08:03:30 GMT
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the facing never starts

i dont want to use enemy seen so i didnt activate it i just wanted to make a turret that keeps firing
(a rep gun) in the same direction

and these 2 lines didnt change anything after ive put them in

Commands->Innate_Enable(obj);
Commands->Enable_Vehicle_Transitions(obj,false);

Found my mistake action should be performed by my obj not my target how fckn dumb:(