
Subject: Re: Turret and GT not shooting
Posted by [robbyke](#) on Mon, 11 Jun 2012 15:39:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

no difference

i tried another script

i tired to use m00_base_Defence and that one worked

but jfw_base_defence didnt :s

edit :

Found it

```
if (!Commands->Is_Object_Visible(WeaponObj, EnemyObj)) return false;
```

apparantly turret and gt cant really "see"

EDIT 2 :

my guns wont stop shooting anymore :s

they just keep firing against the wall until the target is totally out of range

```
WeaponObj->As_SmartGameObj()->Is_Obj_Visible(EnemyObj->As_PhysicalGameObj())
```

thats the check i use now (it works for the turret and gt)
