Subject: Re: Turret and GT not shooting
Posted by danpaul88 on Thu, 14 Jun 2012 10:28:54 GMT
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Looking at your code, there is a problem with your Timer_Expired function. In the case that timer number == 2 and IsValidEnemy returns true you don't restart the timer, thus you never re-check the enemy is valid after the initial check. That could be the source of your problems.