Subject: Re: Turret and GT not shooting
Posted by robbyke on Thu, 14 Jun 2012 12:20:01 GMT
View Forum Message <> Reply to Message

it indeed was ive changed the check

but i used it for continuous fire

else full automatic guns keep pausing there fire

ive now changed that to 10 seconds

and removed the check for a valid target

PS: even with that check if i had check attack blocked and it would do action complete (becuase it cant hit his target) it would reset

so the checkblocked will only stop its fire when he cant hit you