Subject: Defence problem.
Posted by Spetz5 on Sat, 02 Sep 2006 14:49:45 GMT

For some strange reason, Whenever I make a map, My defences Always miss their first shot, with the exception of the AGT. The obelisk will always charge, and shoot a random spot on the ground, and then attack the enemy. The turrets arn't as bad, they fire were their looking once ur in range, then they will turn and attack you. Lasrly, the guard towers do the same as the Turrets. I'm running the scripts that were included in black intel's "Turret lag fix V2"

Subject: Re: Defence problem.
Posted by StealthEye on Sat, 02 Sep 2006 14:58:25 GMT

Running the fix on the server? As that's not what it was meant for. You should run it at the client... Although I think I made it that it ignores it on the server side..

Subject: Re: Defence problem.
Posted by Spetz5 on Sat, 02 Sep 2006 16:13:20 GMT

It's not FDS, just a LAN test of the map. And I am running it as a client. The map is just a redo of C&C Field, heres an example of what it does .

Hard to see in this one, but the GT's both shot at the wall before firing on my APC.

Ob's first shot was at the wall, not my APC

Turrets shot into thin air before shooting at me.

File Attachments
1) AGT01.JPG, downloaded 242 times

2) obelisk01.JPG, downloaded 241 times

3) Turret01.JPG, downloaded 258 times

Subject: Re: Defence problem.
Posted by Cat998 on Sat, 02 Sep 2006 16:22:12 GMT
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You can host games with the client too stealth

Subject: Re: Defence problem.
Posted by StealthEye on Sat, 02 Sep 2006 16:50:05 GMT
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Are you serious cat? show me! lol

Well, do you have the same problem when you do not use the turret lag fix?

Subject: Re: Defence problem.
Posted by Spetz5 on Sun, 03 Sep 2006 20:50:27 GMT
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Sorry for taking so long to respond, but I just tested it with Normal scripts 2.9, and I do not have this problem. So there might be some form of error within the turret lag fix code thats causing them to do this.

Subject: Re: Defence problem.
Posted by StealthEye on Sun, 03 Sep 2006 22:16:01 GMT
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Added to TODO list. I will look into this later, maybe tomorrow.