Subject: Scritps question Action_Attack
Posted by zunnie on Mon, 06 Jul 2009 02:08:35 GMT
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```
void z_Cinematic_Attack::Created(GameObject *obj)
{
 GameObject *GotoObject = Commands->Find_Object(Get_Int_Parameter("ID"));
 ActionParamsStruct paramd;
 paramd.Set_Basic(this,100,100);
 paramd.Set_Goto_Following(GotoObject,10.0f,50.0f,true);
 Commands->Action_Goto(obj,paramd);

 ActionParamsStruct params;
 int priority = Get_Int_Parameter("Priority");
 float range = Get_Float_Parameter("Range");
 float deviation = Get_Float_Parameter("Deviation");
 int primary = Get_Int_Parameter("Primary");
 params.Set_Basic(this,priority,40016);
 params.Set_Attack_Hold(Commands->Find_Object(Get_Int_Parameter("ID")),range,deviation,pri
mary,false);
 Commands->Action_Attack(obj,params);
}

void z_Cinematic_Attack::Action_Complete(GameObject *obj,int action,ActionCompleteReason
reason)
{
 Commands->Action_Reset(obj,100);
}
```

Is what i am using to get the tank to move into position and attack the object.
But it sits still at the position it is created, it does fire at the object but it doesn't drive over there.

Anyone know a way to get it to move over there?

Subject: Re: Scritps question Action_Attack
Posted by zunnie on Mon, 06 Jul 2009 03:06:01 GMT
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Nevermind, i got it to work now.

```
void z_Cinematic_Attack::Created(GameObject *obj)
{
 ActionParamsStruct params;
 int priority = Get_Int_Parameter("Priority");
 float range = Get_Float_Parameter("Range");
 float deviation = Get_Float_Parameter("Deviation");
```

```
int primary = Get_Int_Parameter("Primary");
GameObject *GotoObject = Commands->Find_Object(Get_Int_Parameter("ID"));
params.Set_Goto_Following(GotoObject,10.0f,50.0f,true);
Commands->Action_Goto(obj,params);
params.Set_Basic(this,priority,40016);
params.Set_Attack_Hold(Commands->Find_Object(Get_Int_Parameter("ID")),range,deviation,primary,false);
Commands->Action_Attack(obj,params);
}

void z_Cinematic_Attack::Action_Complete(GameObject *obj,int action,ActionCompleteReason reason)
{
Commands->Action_Reset(obj,100);
}
```