SmoothTurret

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Getting Started

First, you'll need to decide if you want the turret to choose its own target, or if you'll supply the target from another source, such as a vehicle that might hold more than one turret, or perhaps from player input.
Included are scripts to scan and choose targets, but of course you may want to extend these or build your own.
For now, you can just let the turret choose its own target, or manually assign a target in the inspector.

Place a turret by dragging a complete turret prefab into your scene.
Next, we'll have to set some properties of the ST_TurretControl script in the inspector.

Manual target selection:
If you want to manually designate a target, drag an object into the Target field of the ST_TurretControl script component in the inspector. Then, using the drop-down menu of Controller, set it to AI_No Target. The turret will aim and fire at the provided target, but will not choose targets on its own.

Automatic target selection:
The most typical ways sides or factions are tracked, are through tags or layers. SmoothTurret can handle either one.
MF_BasicScanner is the script that scans for targets and stored them in the MF_TargetList script.
MF_BasicTargeting will then choose a target from that list. We will need to indicate a few things in these scripts that relate to your project.

in MF_BasicScanner, choose either Tags or Layers from the Faction Method Type menu, corresponding to your method of team differentiation.
Now, you need to supply the tag names or layer names of the factions to be designated as valid targets.
The MF_BasicScanner script includes the names, "Side0, Side1, Side2, Side3".
You can change your tag or layers to match these names via the Unity3d menu: Edit > Project Settings > Tags and Layers.
Or you can change the scanner script to match the tag and layer names of your project by editing this line near the top of the script:
enum FactionType { Side0, Side1, Side2, Side3 };

Once you've got your tag or layer names matching, you can begin telling the scanner how to behave.
In the Targetable Factions field, increase the number to match how many different factions should be targeted.

Then you'll see a matching number of drop down menus where you can choose this scanner's targetable factions.

By default, turrets will choose the closest detected target. You may change this in the MF_BasicTargeting script using the drop-down menu of Priority. You can choose Closest or Furthest. Additionally, you may check Keep Current Target, and that target will remain locked until it dies or moves out of scanner range.

This enough to get a basic turret working. The rest of the documentation will cover more advanced features, and describe all the functions and variables in depth.