
Subject: Having a small problem with JFW_Base_Defense_Animated

Posted by [danpaul88](#) on Tue, 24 Jan 2006 19:51:02 GMT

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Ok, I have setup a working popup cannon using JFW_Base_Defense_Animated and it works ok except for one thing;

I have to have the cannons floating above the ground for them to 'spot' enemy units, if they are flush with the ground or only slightly raised (I tried using 0.1 above ground level as a test) they will only 'spot' enemys once they are within about 50cm.

When I have them floating above the ground by a lot (I tried 1 and 5 above the ground level as further tests) they pick up enemys correctly, at their sight range.

Can anyone suggest why this might be?

Oh, and just in-case it has any bearing on this problem, heres a shot of the model before and after deployment (this is just a test model to see if I can get the popup cannon concept to work properly, which has been successful except for the above problem)

and here is a video of the deploy animation in-case anyone is interested, played at half speed in gmax

http://www.lmsbc.com/dan/random/deploy_anim.zip
