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Subject: Re: base defense aim

Posted by [danpaul88](#) on Tue, 11 Mar 2014 14:32:48 GMT

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If your barrel bone is not in line with the muzzle bone (same Z axis when aiming horizontally forward) this might cause a problem. Also be sure to export the model in the horizontal position, aiming directly forwards.

As I recall you can adjust the Z bullseye offset in the LevelEdit properties, although the amount of offset required depends on the distance to the target if your problem is mis-aligned bones and fixing it in the model would be better.

Oh, and for the record, don't spawn grass as a smart object, it'll murder the netcode if you have every blade of grass sending updates.

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