Subject: Re: Set_Attack no longer seems to account for Bullseye offset
Posted by Jerad2142 on Sun, 18 May 2014 23:23:17 GMT

```
ActionParamsStruct params;
params.Set_Basic(this,999,10);
params.Set_Attack(target,7.5f,1,true);
Commands->Action_Attack(obj,params);
```

As for making use of this new target bone, its a bit late to put it into the skeleton for deer, cats, bears, human males, human females, and mutants as that would require redoing ~3,000 animations (because if you change the base skeleton's bones all the animations using it fall apart, so you have to reexport about ~500 animations a piece with each skeleton).