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Subject: Re: Set\_Attack no longer seems to account for Bullseye offset

Posted by [Jerad2142](#) on Mon, 19 May 2014 16:57:21 GMT

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So what's the course of action here, are we going to phase bulls eye offset out of all the code and make it use the target bones, or are we going to just re-implement the bulls eye offset and make it work with crouch, or are we just going to leave it out of sync, let some chunks of code use the bulls eye off set and other chunks of code use target bones?

As a fun though, does the AI aim for the "c spine1" bone on visceroids? If so then AI won't shoot at them if there is a little ledge covering up their origin

IE:

OR could we just:

```
Vector3 SoldierGameObj::Get_Bullseye_Position()
```

```
{  
    if (Vehicle)  
        return Vehicle->Get_Bullseye_Position();
```

```
    RenderObjClass* model = Peek_Physical_Object()->Peek_Model();
```

```
    int boneIndex = model->Get_Bone_Index("target");  
    if (boneIndex > 0)  
        return model->Get_Bone_Transform(boneIndex).Get_Translation();
```

```
    boneIndex = model->Get_Bone_Index("C SPINE1");  
    if (boneIndex > 0)  
        return model->Get_Bone_Transform(boneIndex).Get_Translation();
```

```
    Get_Bullseye_Position();//Pretty sure all GameObjects have a bullseye offset and definitely all  
    soldiers do  
}
```

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## File Attachments

1) [Untitled.jpg](#), downloaded 598 times

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