Subject: Re: Set_Attack no longer seems to account for Bullseye offset
Posted by Jerad2142 on Mon, 19 May 2014 19:08:45 GMT
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Yeah sorry about that, bit distract just typing up my responses at work, I don't have access to this chunk of code your showing. I do see we have Get_Bullseye_Offset_Z, so obviously we might still be able to do

```
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();


  Vector3 pos;
  Get_Position(&pos);
  pos.Z += Is_Crouched() ? 0.5f : Get_Bullseye_Offset_Z();
  return pos;
}
```

Unless that stuff has been changed as well.