Subject: Vehicle Turret Facing
Posted by Jerad2142 on Tue, 01 Jul 2014 02:32:22 GMT

The facing of Vehicle Turrets hasn't worked correctly since scripts 2.9.2, I reported this a long time ago and if I remember correctly the issue was caused by an aim fix or something like that. The main issue with this is as it is now vehicle turrets always rotate to face Vector3(0.0,0.0,0.0) when not occupied by a player or controlled by an AI, which makes cinematics look dumb, and it makes it look like empty vehicles are aiming at things.
The original implementation was for them to aim the direction of the vehicle when not occupied or controlled.

Incorrect turret facing shows its face in this cinematic.

Med Tank driving to the nod base with turret facing 0.0,0.0,0.0 because it has no current targets.

File Attachments
1) Screenshot.89.png, downloaded 1106 times

The NOD base is down. Good job, Havoc.

2) Untitled.png, downloaded 1163 times