
Subject: Re: Having a small problem with JFW_Base_Defense_Animated

Posted by [danpaul88](#) on Wed, 25 Jan 2006 09:56:20 GMT

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Thanks for your suggestions, I tried moving the whole model down 5 meters, so that the origin was high up as you suggested, but this had no effect upon the line of sight issues.

As for the bones being exported not at 0,0,0 rotation, I don't think that is likely to be the problem since it works properly when you place floating above the ground (at least I hope it is not the problem!)

I also had an new idea of my own, I tried creating a muzzleb0 bone 5 meters above the cannon to act as a 'spotter' bone, but that also had no effect.

I assume the problem lies in the fact that the muzzlea0 bone is underground, and even though the ground is not set to two-sided it assumes it cannot see (and therefore shoot) through it... Is there any way around this?

I would like to get this idea working properly, if possible, so any futher suggestions are welcome. Perhaps jonwil might understand it better since he wrote the script and knows the renegade engine...
