
Subject: Re: What Does PhysicalGameObj::Get_Bullseye_Position() do?

Posted by [jonwil](#) on Mon, 16 Sep 2013 09:48:09 GMT

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saberhawk wrote on Mon, 16 September 2013 09:26iRANian wrote on Sun, 15 September 2013 15:07Could it be related to the homing code?

No. As far as I can tell, it's primarily used for AI "seen" logic.

Wrong, its used in a bunch of places in the code beyond just AI "enemy_seen" logic. The one that's relavent to the homing missile code is in BulletClass::Think.
