Subject: Re: What Does PhysicalGameObj::Get_Bullseye_Position() do?
Posted by danpaul88 on Mon, 16 Sep 2013 10:51:45 GMT
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Whilst we are on the subject, what does the Bullseye Z Offset do on a Vehicle preset? Does it affect the aiming position (ie: applies the offset from the actual targets bullseye position?) or something else?