Subject: Re: What Does PhysicalGameObj::Get\_Bullseye\_Position() do? Posted by Jerad2142 on Mon, 23 Sep 2013 02:25:31 GMT View Forum Message <> Reply to Message

Its what homing projectiles aim for, if you have the Z too low the projectile will miss every time and just keep circling under the object (if its airborne) which is amusing.

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