Subject: Re: base defense aim
Posted by danpaul88 on Tue, 11 Mar 2014 16:43:10 GMT
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It's normal for the X and Y to be different for the muzzle, but the Z should always be the same as the barrel otherwise you get aiming errors because the game actually aims with just the turret and barrel bones and doesn't take into account any offset of the muzzle from the "face" of the barrel bone.

You could try using one of the base defence scripts which allows you to specify "splash" mode for infantry, this makes it aim at their feet which, in your case, should result in it shooting at their groin area. Might still miss tanks though, especially those with a low profile.