Subject: Set_Attack no longer seems to account for Bullseye offset
Posted by Jerad2142 on Sun, 18 May 2014 14:11:31 GMT

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Ever since I started using 4.1 I've been noticing AI shoot at the feet of infantry and the origin of vehicles, which looks especially bad when they have sniper rifles.

Its also an issue on hilly terrain because AI avoids firing half the time they can see the enemy because they can't get a clear shot at the units feet.

Is there a new param I have to pass in to the Set_Attack functionality or did we just accidently misplace a line of code?