
Subject: Re: Set_Attack no longer seems to account for Bullseye offset

Posted by [Jerad2142](#) on Mon, 19 May 2014 12:44:47 GMT

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```
danpaul88 wrote on Mon, 19 May 2014 04:53Vector3 SoldierGameObj::Get_Bullseye_Position()
{
    if (Vehicle)
        return Vehicle->Get_Bullseye_Position();

    RenderObjClass* model = Peek_Physical_Object()->Peek_Model();

    int boneIndex = model->Get_Bone_Index("target");
    if (boneIndex > 0)
        return model->Get_Bone_Transform(boneIndex).Get_Translation();

    boneIndex = model->Get_Bone_Index("C SPINE1");
    if (boneIndex > 0)
        return model->Get_Bone_Transform(boneIndex).Get_Translation();

    return model->Get_Position();
}
```

You are correct in that it doesn't seem to make use of the Z offset in the preset definition, unlike the stock code which does appear to use it and even has a special case for `Is_Crouched()`. You'd have to ask jonwil why we no longer use the bullseye Z offset for that, although my guess is that it was assumed all infantry had a `C_SPINE1` bone to aim at (this is roughly in the middle of the chest of all standard rigs)

`C SPINE1` but yes that's true, I'd think if you were grabbing a bone position at run time you'd want to just grab c head that way your snipers don't look like dumbasses and go for that damage multiplier.

danpaul88 wrote on Mon, 19 May 2014 04:53

You can cut down the number of skeletons you need to export by only exporting one weapon pose set since it sounds like most of those won't be holding weapons anyway. Also I wasn't aware anyone had actually gone to the effort of making fully functioning skeleton sets in W3D, the reason BHP has never implemented dog units is because the skeleton animation sets are poorly documented and it's always considered to be too much work for a single unit to create all the animations.

Not that I'm suggesting you should do this, just pointing out that for future skeletons you can reduce the amount of effort required.

I'm pretty sure I'm the first to actually do it, and I do all positions because I let the player play as the animals in ECW, deer and bears hold guns in their muzzles just like real animals

Cats, Deer, and Bears are all I've done so far. I never did dogs because I figured if any animal did

get done it'd be dogs so I could leave that up to the rest of the Renegade community. Did cats like 7 years ago now, deer was just 1 year ago and bears I did 2 months ago in 3 days (gets so much easier the 3rd time) because Liquid wanted me to make a map in dedication to a Renegade player named bears, I've just been fine tuning it every day up to this point, almost got it done now!
