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Subject: Re: Set\_Attack no longer seems to account for Bullseye offset  
Posted by [danpaul88](#) on Mon, 19 May 2014 13:00:58 GMT

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Jerad Gray wrote on Mon, 19 May 2014 13:44

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

I did a partial infantry skeleton rig for my TA mod about 5 years ago but I never finished it off, it went crazy-haywire when you crouched, jumped in an usual direction or used weapon poses I hadn't exported. Guess that makes me the second if your first was 7 years ago, although I'm not sure if a partially finished one counts.

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