Subject: Re: Set_Attack no longer seems to account for Bullseye offset
Posted by jonwil on Mon, 19 May 2014 13:26:42 GMT

The relavent changes to Get_Bullseye_Position came as part of a commit labeled "Fixed target bone, ob->transport and backwalking ob bugs." and were done by StealthEye back in 2008.
No I dont know exactly why he did those changes or what their purpose is.

As for human animations, I made this post
http://www.renegadeforums.com/index.php?t=msg&goto=480702 about a year ago that attempted to document all the human animations based on the human animation code.

Feel free to post (in that thread or in here) if you have any questions about human animations and I will do my best to answer them.

Oh and it should be possible to add another bone to a skeleton without needing to re-export any animations as long as the new bone have no child bones, geometry or animations attached to it anywhere. If adding a new bone and re-exporting causes the order/bone number of the bones in the output skeleton file to change, its possible to fix that up by taking the file containing the new bone and copying the new bone into the original skeleton such that the new bone is the last bone in the skeleton (keeping the numbers for the existing bones the same and hence keeping the animations functioning)