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

Posted by [danpaul88](#) on Mon, 19 May 2014 14:03:29 GMT

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G, H, I and J have been there since at least 2009 and I suspect are stock code. G is probably used during planting of a beacon (the "hold beacon in both hands at arms length" thing), H is used when the "no weapon" weapon is selected (weaponbag index 0), I is one of the hold styles (at chest, I think this is when the character relaxes from a firing pose to an "at ease" pose) and I'm not sure why J would be used.

The above uses are what I've surmised based on the things I know the engine can generally do, may not be 100% accurate.

The flying leg styles were added in 2009 as new code for the FLYING human animation state.
