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

Posted by [danpaul88](#) on Mon, 19 May 2014 17:43:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Calling Get_Bullseye_Position recursively isn't going to help you out much....

The bullseye has already been removed from all code, that function I quoted is where it used to be used, now it isn't. The only places that still refer to it are in the pathfinding and action code and it only uses it to make the soldier aim forward at eye level when running around without a target to shoot.

The original version of that code looked something like this;

```
Vector3 SoldierGameObj::Get_Bullseye_Position( void )
{
    if (Get_Vehicle() != NULL)
        return Get_Vehicle()->Get_Bullseye_Position();

    Vector3 pos;
    Get_Position(&pos);
    pos.Z += Is_Crouched() ? 0.5f : Get_Bullseye_Offset_Z();

    return pos;
}
```
