Subject: Re: Set_Attack no longer seems to account for Bullseye offset
Posted by danpaul88 on Tue, 20 May 2014 07:57:28 GMT
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My guess would be that the only cases that are ever hitting the last return statement in the current code would be Jerad's custom rigs, since all the stock rigs have C SPINE1. Thus changing it to add the Z bullseye offset to that last return value shouldn't impact any other scripts users nor stock Renegade.

That said, it might be better for Jerad to be more specific about where he wants the AI and homing missiles to aim at on his units and add the custom bone as per

jonwil wrote on Mon, 19 May 2014 14:26Oh 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)

@Jerad it's a shame you weren't testing this stuff whilst 4.x was being beta tested, it was more likely to get fixed at that time...