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Subject: Re: Set\_Attack no longer seems to account for Bullseye offset

Posted by [Jerad2142](#) on Tue, 20 May 2014 12:38:18 GMT

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danpaul88 wrote on Tue, 20 May 2014 01:57My 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.

Actually visceroids is what it would hit, I planned on adding the bone to my rigs the way Jonwil suggested however it stuck the new bone right in the middle of the file, and while I assume moving it to the end would work, I also have the suspicion that sticking it on the end of the file would make it attach to the wrong bone, so as it animates the target bone could very well end up outside the body. So instead beings the animations do just use the bone position numbers I'll probably just rename one in the skeleton and just never look at it again so it doesn't bother me (like rename c head to target).

danpaul88 wrote on Tue, 20 May 2014 01:57

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

To be fair I'd want missiles to home toward the center of the deer's body and snipers to aim at the head of deer, missiles are never going to manage to hit deer as they prance around if they're trying to hit the face due to how much they move up and down as they prance across the field.

danpaul88 wrote on Tue, 20 May 2014 01:57

@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...

I was determined to get ECW as stable as possible before we moved to 4.X, that way I'd be able to know what 4.X breaks and what was already broken, with a team of 2 (that's really all that's left now, Blazea does the modeling and I do the programming and LE work) this was quite a task so it took me quite a while to complete the last public release. Also I never was invited to be a tester, but with the number of people that don't even know Rp2/ECW exists/is still in progress I guess that shouldn't surprise me.

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