Subject: Fix Homing logic
Posted by Generalcamo on Mon, 11 Feb 2013 01:02:46 GMT
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Homing logic for projectiles should be fixed, preferably post-4.0.

My idea for fixing it involves setting a player to "easy" mode when they switch to a homing weapon or enter a vehicle with a homing weapon. This will enable aiming assistance, which will completely fix the almost broken homing logic, as I found out when I played with some single player weapons in level edit.

Ideally, this should be completely optional. It could be a setting server owners choose to turn on or off, so that base gameplay does not change.

Subject: Re: Fix Homing logic
Posted by liquidv2 on Mon, 11 Feb 2013 02:25:07 GMT
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i'd sponsor a Jelly Rocket Sniper Server if it worked
no joke

Subject: Re: Fix Homing logic
Posted by jonwil on Mon, 11 Feb 2013 02:34:23 GMT
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I checked the aiming assistance code and its all done via the camera, i.e. its got nothing to do with actual bullet or homing logic, it just looks like its improving the homing logic if you are the one doing the firing.
So no, that particular engine feature wont help get homing missiles to work better.
If there is a genuine legitimate regression in the homing missile logic vs stock renegade we can look into it (as regressions vs stock are important to us), also we can dig deeper into the bullet code post-4.0 maybe and see how homing works and try to improve it.

Subject: Re: Fix Homing logic
Posted by BAGUETTE on Mon, 11 Feb 2013 10:36:37 GMT
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Jamie keeps yapping on about alternating clicks between the mouse improving the lock, I think he's cray...

Subject: Re: Fix Homing logic

Posted by ehhh on Mon, 11 Feb 2013 13:25:16 GMT
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yeah, tapping with mrls is supposed to help 6 locking or sommet

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Subject: Re: Fix Homing logic
Posted by Troll King on Tue, 12 Feb 2013 20:03:41 GMT
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We have homing missiles?

Lol no i know that but seriously they still work. Sometimes im in a stank and a mrl veh spray and prays around in the map and the bullet just chases me while im stealthed

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Subject: Re: Fix Homing logic
Posted by Jerad2142 on Mon, 18 Feb 2013 13:22:48 GMT
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The trick with homing is to get your curser closer to the origin of the object you want to lock to.

Subject: Re: Fix Homing logic
Posted by YesNoMayb on Mon, 18 Feb 2013 16:29:43 GMT
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Jamie also said you must aim below the turret while right clicking. While I do that, some of my missiles still miss. I think if we can improve the homing logic, the field on Field would be easier to take.

Subject: Re: Fix Homing logic
Posted by EvilWhiteDragon on Mon, 18 Feb 2013 16:37:19 GMT
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You need to aim at the 0,0,0 point of the object, if I recall correctly. StealthEye knows it exactly I think.

Subject: Re: Fix Homing logic
Posted by danpaul88 on Mon, 18 Feb 2013 16:43:53 GMT
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In other words, aim for the feet when shooting at infantry and the centre of the treads when

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shooting at vehicles.

Subject: Re: Fix Homing logic
Posted by Jerad2142 on Mon, 18 Feb 2013 17:44:49 GMT
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Actually I think I was wrong, I think you actually have to aim for the bullseye offset.