Subject: What Does PhysicalGameObj::Get_Bullseye_Position() do?
Posted by iRANian on Sun, 15 Sep 2013 22:07:50 GMT
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Could it be related to the hooming code?

Subject: Re: What Does PhysicalGameObj::Get_Bullseye_Position() do?
Posted by saberhawk on Mon, 16 Sep 2013 01:26:51 GMT
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iRANian wrote on Sun, 15 September 2013 15:07Could it be related to the hooming code?

No. As far as I can tell, it's primarily used for AI "seen" logic.

Subject: Re: What Does PhysicalGameObj::Get_Bullseye_Position() do?
Posted by jonwil on Mon, 16 Sep 2013 09:48:09 GMT
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saberhawk wrote on Mon, 16 September 2013 09:26iRANian wrote on Sun, 15 September 2013
15:07Could it be related to the hooming code?

No. As far as I can tell, it's primarily used for AI "seen" logic.
Wrong, its used in a bunch of places in the code beyond just AI "enemy_seen" logic. The one
that's relavent to the homing missile code is in BulletClass::Think.

Subject: Re: What Does PhysicalGameObj::Get_Bullseye_Position() do?
Posted by danpaul88 on Mon, 16 Sep 2013 10:51:45 GMT
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Whilst we are on the subject, what does the Bullseye Z Offset do on a Vehicle preset? Does it
affect the aiming position (ie: applies the offset from the actual targets bullseye position?) or
something else?

Subject: Re: What Does PhysicalGameObj::Get_Bullseye_Position() do?
Posted by Titan1x77 on Mon, 16 Sep 2013 22:38:16 GMT
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along the lines of the topic, Can a homing missle lock on vehicles but not infantry?

I always thought the bullseye Z offset was for AI aiming?

Subject: Re: What Does PhysicalGameObj::Get_Bullseye_Position() do?
Posted by Jerad2142 on Mon, 23 Sep 2013 02:25:31 GMT

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Its what homing projectiles aim for, if you have the Z too low the projectile will miss every time and just keep circling under the object (if its airborne) which is amusing.