
Subject: base defense aim

Posted by [Stallion](#) on Tue, 11 Mar 2014 13:53:14 GMT

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I made some laser turrets for nod but for some reason they shoot over head and don't hit soldiers, this is a big problem and I've tried everything I can think of to get the lasers to actually hit soldiers with no luck.

Anyone have idea why this is happening or how to fix it?

File Attachments

1) [Screenshot.33.png](#), downloaded 900 times



Subject: Re: base defense aim
Posted by [danpaul88](#) on Tue, 11 Mar 2014 14:32:48 GMT
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If your barrel bone is not in line with the muzzle bone (same Z axis when aiming horizontally forward) this might cause a problem. Also be sure to export the model in the horizontal position, aiming directly forwards.

As I recall you can adjust the Z bullseye offset in the LevelEdit properties, although the amount of offset required depends on the distance to the target if your problem is mis-aligned bones and fixing it in the model would be better.

Oh, and for the record, don't spawn grass as a smart object, it'll murder the netcode if you have every blade of grass sending updates.

Subject: Re: base defense aim
Posted by [Stallion](#) on Tue, 11 Mar 2014 16:31:32 GMT
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I used a model from (if i remember correctly) the beta assets that were fixed and added to for the laser turrets, and haven't made my own (yet). I changed the z offset in l.e. before I posted this.

The grass is just there as a tank blocker that can be destroyed and is a buildable object, so I don't think it's a "smart" object, but how could i tell?

edit: I just checked the laser turret in gmax and it seems the barrel and muzzle are in 2 different positions (z height and other)...

Subject: Re: base defense aim
Posted by [danpaul88](#) on Tue, 11 Mar 2014 16:43:10 GMT
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It's normal for the X and Y to be different for the muzzle, but the Z should always be the same as the barrel otherwise you get aiming errors because the game actually aims with just the turret and barrel bones and doesn't take into account any offset of the muzzle from the "face" of the barrel bone.

You could try using one of the base defence scripts which allows you to specify "splash" mode for infantry, this makes it aim at their feet which, in your case, should result in it shooting at their groin area. Might still miss tanks though, especially those with a low profile.

Subject: Re: base defense aim

Posted by [Jerad2142](#) on Wed, 12 Mar 2014 13:09:20 GMT

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danpaul88 wrote on Tue, 11 March 2014 08:32

Oh, and for the record, don't spawn grass as a smart object, it'll murder the netcode if you have every blade of grass sending updates.

From what I've seen simple and smart objects only send an update on player join. I'm under this impression because in ECW we have to reposition the PTs client side due to some client positioning bug which causes objects that are 1000m from the center of the map to be misplaced client side, and I only send that update once per game. Although, I have noticed that the Ren netcode stops any animations on simple objects if you move more than 300m away from the object, but tiles will loop forever.

Regardless danpaul88 is correct, things like grass should be a tile at the least if not a single terrain object which would allow you to minimalize the draw calls.

Subject: Re: base defense aim

Posted by [danpaul88](#) on Wed, 12 Mar 2014 14:34:03 GMT

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You should only really use smart objects when you need something to be mobile or armed, anything else should be done with simple game objects which do, indeed, only send infrequent netcode updates.

Smart game objects send their aiming position on a frequent update cycle and, under 4.x, a few more bits of data regarding their stealth state. Simple objects on the other hand (which is what I'd expect your PTs to be) do not send this.

Subject: Re: base defense aim

Posted by [Stallion](#) on Wed, 12 Mar 2014 15:46:52 GMT

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I got help from imperial since he used those same laser turrets in one of his maps and now I'm using one of the custom scripts instead of M00_base_defense so yes I have to have splash damage so they will hit soldiers (nearly) every time, but they do work (and better than the GDI turrets atm).

How do I know if my deployable grass is smart or simple? (I personally would think it's simple, after all, it doesn't shoot or anything just sits there and blocks tanks)

Subject: Re: base defense aim

Posted by [danpaul88](#) on Wed, 12 Mar 2014 16:41:13 GMT

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Depends where in the LevelEdit tree you created the preset

Subject: Re: base defense aim
Posted by [Stallion](#) on Thu, 13 Mar 2014 19:50:51 GMT
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most if not all items are currently being created in either turret temps or miniconsole temps, would those fuck with the netcode?

Subject: Re: base defense aim
Posted by [iRANian](#) on Thu, 13 Mar 2014 20:59:37 GMT
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Both of those are smart objects.

Subject: Re: base defense aim
Posted by [jonwil](#) on Thu, 13 Mar 2014 21:40:39 GMT
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Unless the object is designed to move or shoot, you do not want to create it as a Vehicle object but instead as a Simple object.

Subject: Re: base defense aim
Posted by [Stallion](#) on Fri, 14 Mar 2014 00:33:00 GMT
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miniconsoles are under the "simple" directory, so shouldn't they be simple objects?

Subject: Re: base defense aim
Posted by [Jerad2142](#) on Fri, 14 Mar 2014 01:00:37 GMT
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jonwil wrote on Thu, 13 March 2014 15:40 Unless the object is designed to move or shoot, you do not want to create it as a Vehicle object but instead as a Simple object.

Actually there is one occasion that I had to make an object a vehicle instead of simple, but this was because (for whatever reason) this object would only be rendered at all times if it was a

physical vehicle object. All the simple objects only seemed to render the object most of the time, turn the camera far enough however and the rendering would stop (granted, this object is huge and you stand inside of it so it isn't a common issue).
