Hey Ken,

So this is the situation with our Code at the moment. Essentially we are making a shooting game where you take control of a truck with a food turret mounted on top of it so you can shoot food at customers to increase your score.

What we are having trouble with is when we try to have the turret actually aim at the cursor. After a little while the turret will not look directly where the cursor is and that will mess up the shooting. When you take the mouse outside of the game screen it will immediately be off target when you bring it back

Also at the moment we only have horizontal aiming because there was an issue with having a verticle and horizontal aiming system. The turret would spin on an axis. Uncontrollably when the cursor moved. We tried to lock the Z axis but that didn’t exactly work.

Details about the turrets:

The way we have the turrets set up there will be the gun/barrel portion that will aim vertically then there will be either a spherical or cylindrical primitive that will rotate horizontally. What we thought would work is to have the vertical aiming barrels parented to the horizontally aiming primitives.

Sorta like this: <https://www.tinkercad.com/things/k7DoncpdDTX/t725.png?t=55ac4435>

Or like how tanks aim their main guns.