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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.

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