
Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by [jonwil](#) on Tue, 11 Feb 2014 22:30:02 GMT

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The team visibility thing is only for whether an object is rendered for that player. It has nothing to do with AI.

Projectile extent is a Saberhawk thing, you would have to ask him about how it works.

Projectile speed won't be hitting renegade at all. Not going to explain why, just that it won't.
