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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [dblancey1](#) on Sat, 19 Jul 2014 20:14:25 GMT

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Jerad Gray wrote on Sat, 19 July 2014 12:24I would like to see a script command that would swap the player targeting reticle to the easy mode targeting reticle. This would be useful for homing weapons, as the single player targeting reticle auto aims at whatever target is within the circle and then aims at the "target" bone of the object, thus allowing for easy lock on of homing weapons.

Thus, when a player selected a homing weapon from their inventory it could switch to easy mode, and then when they switch off of it, the reticle would switch back.

I guess ren doesn't actually have any homing weapons except vehicles, but it could be employed for the MRLS and stealth tank at least. And then mods would definitely take advantage of it.

Many maps add player carried homing weapons as well. I also give the right click on my rocket launchers homing through a custom objects.ddb thats downloaded to clients in a tfs package. Would be great if it would be possible to make homing work better.

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