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Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [Jerad2142](#) on Mon, 15 Sep 2014 18:00:34 GMT

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I don't think damageable static tiles turn the reticle red, that would get annoying in single player.

Try placing tiles with building controllers that reference those tiles. Then make the building controller not targetable, then maybe it'll turn red, I'm pretty sure I've seen dead buildings that change the reticle color but don't have a target box.

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