Subject: Re: Work is being resumed on scripts for Renegade
Posted by dblaney1 on Mon, 27 Oct 2014 18:15:29 GMT

In 4.2 can tracking on simple gameobjects, and vehiclegameobjs that are stationary like turrets be disabled. Its already set up to ignore buildings. Also can an additional editor flag be added as well to disable tracking on specific units. The would stop things like gap generators and shield generators from causing the homing system to home the origin of that object. It also helps for props like trees from glitching the homing system.

Theres no reason to actually track on these items since they are stationary.