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

Posted by [Jerad2142](#) on Tue, 28 Oct 2014 13:07:32 GMT

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dblaney1 wrote on Mon, 27 October 2014 12:15In 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.

There is some merit to this idea, I have had mods with mobile shield generators in the past that fall victim to the same issue.

As for tiles and terrain with permeable surface types (IE trees and bushes) it'd be better to fix the targeting logic for permeable surface. Whether it will be fixed in 4.2 I don't know, I know it was originally planned for 4.0 but for whatever reason didn't make it to final.

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