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

Posted by [Jerad2142](#) on Sun, 09 Nov 2014 00:57:09 GMT

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To hide the player names you could put the drive's seat (seat0 seat1 etc.) for the tank 100,000m below the vehicle (originally I said 200m, but then if it flipped over the name might wiz past someone's camera and confuse them).

You could hide the health bars by changing the tank's model or disabling its projectile collisions create a preset that has not targetable checked, giving it the tank's health and team, and then transferring any damage it receives to the tank instead.

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