Subject: Re: Objects which don't show info when targetting them but do turn reticle red
Posted by jonwil on Sat, 13 Dec 2014 13:50:35 GMT
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There is code (even in stock renegade) that allows the Commands->Set_Is_Rendered script command to work for vehicles. Scripts 4.2 expands the command to work for other things but it works for vehicles even in stock.

I have no idea whether an object hidden by Set_Is_Rendered will be targetable or not (or what other side effects using Set_Is_Rendered will have) but its there and usable.