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

Posted by [dblancy1](#) on Sat, 13 Dec 2014 21:47:16 GMT

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Set is Rendered false objects still are target-able and show their hitbox etc. However that shouldn't change in my opinion. An option to toggle the targetable state over the network seperate from rendered would be ideal imo.

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