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Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it

Posted by [Jerad2142](#) on Fri, 26 Dec 2014 14:42:01 GMT

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danpaul88 wrote on Fri, 26 December 2014 07:38Jerad Gray wrote on Fri, 26 December 2014 13:53dblaney1 wrote on Sat, 20 December 2014 17:10

Great news. Glad to see a lot of the stuff I suggested and even provided code for made it in. Super glad that my suggestion about immovable objects and homing was implemented.

I still disagree with the change as it's probably going to break homing on things like visible drivers and other mod specific features but we'll see how it plays out.

Yes, I had reservations too... one result of our internal discussions was a change such that homing is ALWAYS enabled for any object that is attached to another object, even if that object is immovable. Still not convinced it's a good idea though.

Wish I'd been on that discussion, I think a checkbox in the LE settings would be a better idea.

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