Posted by dblaney1 on Fri, 26 Dec 2014 20:26:59 GMT
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Make the default behavior the new behavior and add a dropdown in leveledit to override the behavior. So default behavior, force no homing, and force homing would be ideal. I would like the ability to disable the homing on an object such as a shield generator attached to an object as well which in 4.1 is not available, and as 4.2 is currently set up is not available as well. Adding the ability to override the behavior would allow this. I do think that immovable objects should default to no homing as it currently is implemented in 4.2.