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

Posted by [jonwil](#) on Fri, 26 Dec 2014 20:29:59 GMT

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As implemented the feature will ignore (for tracking purposes) any buildings and any physical objects that are not MoveablePhysClass (i.e. cant move) and are not attached to an object (it checks via PhysicalGameObj::Is\_Attached\_To\_An\_Object). So things like vehicle drivers and other attachments are still valid targets for tracking weapons.

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