Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it
Posted by dblaney1 on Fri, 26 Dec 2014 20:34:07 GMT
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jonwil wrote on Fri, 26 December 2014 13:29As 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.

Can we get a checkbox to force disable the homing as well even if its attached. Not a big deal if we can't, but for things like a mobile shield generator it would be nice not to have things homing to it when trying to aim at objects that in front of it. This issue already exists in 4.1 since the homing is always on so the 4.2 change isn't making anything worse so I am not against that at all.