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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 22:04:58 GMT

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I think the best choice is to make it use Renegade original behavior that way we know special cinematic objects will be tracked correctly, and it won't potentially break any legacy mod/maps.

Then we should add a checkbox in LE that would make that preset ignored by tracking.

Least chance of breaking stock functionality that way and only newly added stuff would be affected.

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