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

Posted by [dblancey1](#) on Fri, 26 Dec 2014 22:09:11 GMT

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Jerad Gray wrote on Fri, 26 December 2014 15:04I 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.

I gotta disagree on this. The new behavior is much better and fixes tons of maps with turrets that have their origin at the bottom. (any maps with the beta guard tower have this issue) The only objects that get their tracking disabled in 4.2 right now are ones that can't move. (homing is useless on them, just makes you miss if an object is in the way like a hill) Objects attached to other objects behave identical to stock when dealing with homing. I don't really see it breaking too much.

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