
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 22:27:00 GMT

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Jerad Gray wrote on Fri, 26 December 2014 15:24dblaney1 wrote on Fri, 26 December 2014 15:23Jerad Gray wrote on Fri, 26 December 2014 15:19dblaney1 wrote on Fri, 26 December 2014 15:19Jerad Gray wrote on Fri, 26 December 2014 15:17dblaney1 wrote on Fri, 26 December 2014 15:16Jerad Gray wrote on Fri, 26 December 2014 15:15dblaney1 wrote on Fri, 26 December 2014 15:13Jerad Gray wrote on Fri, 26 December 2014 15:12dblaney1 wrote on Fri, 26 December 2014 15:09Jerad 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. The only objects that get their tracking disabled in 4.2 right now are ones that can't move. Objects attached to other objects behave identical to stock when dealing with homing.

The current logic isn't checking if objects are attached which tells me you have yet to test it against many cinematic objects otherwise you'd be noticing issues.

Jonwil said its checking if its attached. Maybe its not working correctly, but if it does what he said it shouldn't be an issue.

Code was changed 22 days ago, its checking if its a building object or (if its a physical game object and if its not a movable object)

The original code just checked if it was a building object.

Can you give me an example where there is an issue. I wanna test it. I have the 4.2 test version as well.

I don't think its worth the risk of breaking legacy maps and mods just for the people that didn't give two shits to fix their turrets and center their origin in the model.

I don't see how disabling homing on non-moveable objects would break maps. These objects don't move. Any ai controlled objects are gonna shoot at the origin anyway. This fixes a lot more than it breaks. Try shooting a guard tower from inside a tunnel. It doesn't matter where you put the origin. Its gonna not work from certain spots.

I center the origin of my guard towers.

As I've said, the ideas that come to mind is cinematics and visible drivers, maybe mirage models

on the mirage tank. Also player homing makes use of the bullseye offset in LE.

I just tested attaching a turret to a vehicle with "JFW_Turret_Spawn_3" "nod_turret_mp_improved,TURRET" and it homed like jonwil said it would. So it is checking if its attached to an object.

Now test the same thing with a cinematic so you know it didn't actually home on the object you attached it to, and then you can test it with the AI just in case the change I looked at is only for the player lock on stuff.

Just posted a screenshot proving that it homed in my last post.
