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

Posted by [jonwil](#) on Sat, 27 Dec 2014 01:43:45 GMT

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If someone can show a case where an object has an immovable physics type AND isn't attached to another object via Commands->Attach_To_Object_Bone AND where having homing rockets affect it is desirable, (and can show why this object needs to have homing missiles affect it) I will consider further changes beyond the already announced "ignore this object for tracking purposes" flag
