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Subject: Re: Scripts 4.4 progress update  
Posted by [dblaney1](#) on Mon, 12 Jun 2017 18:11:25 GMT  
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dubstar wrote on Sun, 11 June 2017 16:09thankyou to the TT team for all the work you have put into scripts.

It is possible to have the reticle not change colour when pointed at enemy, I seen this on a test server last year (it was either dblaney's or Jerad's server).

Is there any way this can be implemented so server owners can toggle it on/off for their server?

That was done by jerad on his map. He just had all the units set to not targetable. That also makes the healthbars not show up as well. The color of the reticle when aimed at an enemy though, could be changed to be the same in the objects.ddb if a server wanted to turn it off. It would require the objects.ddb to be put in a tt package that clients joining the server download.

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