
Subject: Objects which don't show info when targetting them but do turn reticle red
Posted by [iRANian](#) on Sat, 13 Sep 2014 22:22:12 GMT

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Are there any objects like these? IIRC if you aim at a dead body of an enemy player it will also turn your reticle red without showing targetting info.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [Jerad2142](#) on Sun, 14 Sep 2014 17:29:28 GMT

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iRANian wrote on Sat, 13 September 2014 16:22: Are there any objects like these? IIRC if you aim at a dead body of an enemy player it will also turn your reticle red without showing targetting info. Yeah, I've seen it a few times, I feel like if the LE option to not show targeting is checked it'll do it, otherwise maybe its just a tile object I've seen do it, I'm fairly certain I've seen it before, but it might not have been in Ren.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [Ethenal](#) on Sun, 14 Sep 2014 21:29:14 GMT

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Maybe static tiles? The objects that have health, but no health bar

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [iRANian](#) on Mon, 15 Sep 2014 09:15:24 GMT

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Yeah those objects definitely are static tiles, any idea about their name?

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [jonwil](#) on Mon, 15 Sep 2014 12:19:42 GMT

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In leveledit its called DamageableStaticPhys. (that's the physics type you use if you want to make one)

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [iRANian](#) on Mon, 15 Sep 2014 16:41:44 GMT

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Thanks. Are you sure they turn the reticle red when you target them?

EDIT: I can't create them with Commands->Create_Object():/

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [Jerad2142](#) on Mon, 15 Sep 2014 18:00:34 GMT

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I don't think damageable static tiles turn the reticle red, that would get annoying in single player.

Try placing tiles with building controllers that reference those tiles. Then make the building controller not targetable, then maybe it'll turn red, I'm pretty sure I've seen dead buildings that change the reticle color but don't have a target box.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [Jerad2142](#) on Sat, 18 Oct 2014 17:22:18 GMT

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Yeah, dead buildings make your reticle turn green or red but don't show the info box.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [dblaney1](#) on Tue, 04 Nov 2014 20:15:01 GMT

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Would be great if the hide healthbar stuff in the scripts actually worked. An option to hide player names would be great as well. Would be very useful for improving the mirage tank scripts as well since if you get close enough the name shows and the hitbox is visible as well.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [Jerad2142](#) on Wed, 05 Nov 2014 15:12:54 GMT

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dblaney1 wrote on Tue, 04 November 2014 13:15 Would be great if the hide healthbar stuff in the

scripts actually worked. An option to hide player names would be great as well. Would be very useful for improving the mirage tank scripts as well since if you get close enough the name shows and the hitbox is visible as well.

Well I hate to say it but most Ren maps don't have enough trees to make the mirage tank useful. You play the map once and after that you know where most of the trees are, so the player just is like "That shouldn't be there!"

Maybe if the map was setup to randomly place trees...

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [dblaney1](#) on Wed, 05 Nov 2014 16:57:43 GMT

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Jerad Gray wrote on Wed, 05 November 2014 08:12dblaney1 wrote on Tue, 04 November 2014 13:15Would be great if the hide healthbar stuff in the scripts actually worked. An option to hide player names would be great as well. Would be very useful for improving the mirage tank scripts as well since if you get close enough the name shows and the hitbox is visible as well. Well I hate to say it but most Ren maps don't have enough trees to make the mirage tank useful. You play the map once and after that you know where most of the trees are, so the player just is like "That shouldn't be there!"

Maybe if the map was setup to randomly place trees...

The maps we have the mirage tank on have more than enough trees. We also have the mirage tank set to use a cactus on the desert map we have, and have thrown the idea around to use a lamppost on urban maps. It works quite well as it is, but hiding the hitbox and playername would improve it a lot.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [danpaul88](#) on Thu, 06 Nov 2014 08:19:46 GMT

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The AR mirage tank scripts hide the player name and healthbars etc We've been doing it since scripts 3.4.4 and possibly earlier, nothing special required.

Subject: Re: Objects which don't show info when targetting them but do turn reticle

red

Posted by [dblaney1](#) on Thu, 06 Nov 2014 18:11:34 GMT

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danpaul88 wrote on Thu, 06 November 2014 01:19The AR mirage tank scripts hide the player name and healthbars etc We've been doing it since scripts 3.4.4 and possibly earlier, nothing special required.

I see you are doing that by enabling stealth. We also have stealth generators and stealth crates etc, so the two may conflict which is why it would be nice to be able to control this behavior separate from the stealth logic. This also would allow us to keep the hitbox and name hidden even when firing.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [Jerad2142](#) on Sun, 09 Nov 2014 00:57:09 GMT

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To hide the player names you could put the drive's seat (seat0 seat1 etc.) for the tank 100,000m below the vehicle (originally I said 200m, but then if it flipped over the name might wiz past someone's camera and confuse them).

You could hide the health bars by changing the tank's model or disabling its projectile collisions create a preset that has not targetable checked, giving it the tank's health and team, and then transferring any damage it receives to the tank instead.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [danpaul88](#) on Sun, 09 Nov 2014 18:17:49 GMT

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Of course that has problems of its own, since you're effectively making the logical bounding box for all components of the vehicle HUGE.

If you want to hide the health just enable the "not targetable" option.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [Jerad2142](#) on Sun, 09 Nov 2014 21:05:28 GMT

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danpaul88 wrote on Sun, 09 November 2014 11:17Of course that has problems of its own, since you're effectively making the logical bounding box for all components of the vehicle HUGE.

If you want to hide the health just enable the "not targetable" option.
Creating a boundingbox on the model itself prevents the engine from drawing its own (both worldbox and boundingbox).

danpaul88 wrote on Sun, 09 November 2014 11:17

If you want to hide the health just enable the "not targetable" option.

Didn't know that worked across the network for specific vehicles in 4.X, if it does definitely just do it that way (never needed to use it in any of my mods, no marriage vehicles in ECW).

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [dblaney1](#) on Tue, 11 Nov 2014 01:15:26 GMT

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Being able to toggle the targetable and health box properties over the network would be great. If this doesn't work in 4.1 it would be awesome if this could be added for 4.2. Or server enforces that all clients must have the latest scripts revision so if they only hide on 4.2 clients its not that big of an issue.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [jonwil](#) on Sat, 13 Dec 2014 13:50:35 GMT

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There is code (even in stock renegade) that allows the Commands->Set_Is_Rendered script command to work for vehicles. Scripts 4.2 expands the command to work for other things but it works for vehicles even in stock.

I have no idea whether an object hidden by Set_Is_Rendered will be targetable or not (or what other side effects using Set_Is_Rendered will have) but its there and usable.

Subject: Re: Objects which don't show info when targetting them but do turn reticle red

Posted by [dblaney1](#) on Sat, 13 Dec 2014 21:47:16 GMT

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Set is Rendered false objects still are target-able and show their hitbox etc. However that shouldn't change in my opinion. An option to toggle the targetable state over the network separate from rendered would be ideal imo.
