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Subject: Re: Detecting SBH

Posted by [Jerad2142](#) on Thu, 06 Nov 2008 15:51:27 GMT

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Caveman wrote on Wed, 05 November 2008 13:21: Jerad Gray wrote on Wed, 05 November 2008 19:05: Ghostshaw wrote on Wed, 05 November 2008 11:47: It wasn't intended, but then again it sort of was and this means its hard to fix. Currently it just looks for physical obstacles between you and the thing hilighted regardless of wether they are visible or not. We would have to make some sort of workaround to get it too work (cause you don't really want lockon through the glass on Islands for example).

I don't think we should consider this a high priority fix(as its still not very pratical). Sort of something someone might look into after hes out of things to do.

Just shorten the time units stay selected, it would make this "issue" harder to come across, it would also reduce how long you could watch where people were moving on the other side of a wall.

Yeah lets not do that... Why should everyone suffer?

I don't see how making it so you can't follow where people are moving on the other side of the wall makes everyone suffer, if anything it just reduces the chances of that one person hopping out from behind the wall and n00bjetting you.

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