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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [dblaney1](#) on Tue, 28 Oct 2014 18:26:03 GMT

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Jerad Gray wrote on Tue, 28 October 2014 06:07dblaney1 wrote on Mon, 27 October 2014 12:15In 4.2 can tracking on simple gameobjects, and vehiclegameobjs that are stationary like turrets be disabled. Its already set up to ignore buildings. Also can an additional editor flag be added as well to disable tracking on specific units. The would stop things like gap generators and shield generators from causing the homing system to home the origin of that object. It also helps for props like trees from glitching the homing system.

Theres no reason to actually track on these items since they are stationary.

There is some merit to this idea, I have had mods with mobile shield generators in the past that fall victim to the same issue.

As for tiles and terrain with permeable surface types (IE trees and bushes) it'd be better to fix the targeting logic for permeable surface. Whether it will be fixed in 4.2 I don't know, I know it was originally planned for 4.0 but for whatever reason didn't make it to final.

Wasn't talking about the tile/terrain trees. Some maps use trees that are simple gameobjects and the tracking weapons always home the origin. Its especially annoying when trying to use a homing weapon on an enemy when they are standing if front of that tree or standing in front of a shield generator.

It would be great to fix the permeable issue as well but the issue I am talking about is completely unrelated.

Also is there a collision type that works the same as disable physical collisions but still allows c4 to collide with the object and attach? If there isn't it would be great if one could be added.

Also would be great to have two new collision groups, one for the harvester, and one for objects that do not collide with the harvester. That way turrets could be deployed without accidently blocking the harvester but also allowing them to have collisions with everything else.

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