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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.

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