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Subject: Re: Detecting SBH

Posted by [Ghostshaw](#) on Wed, 05 Nov 2008 18:47:36 GMT

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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.

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