

## 3.61 (hotfix 2) -> 4.00 Beta 1 + 2



Beta 1 was just an internal release. Beta 2 was the first public Beta for 4.00.

### FFI function `IsTargetInPlayerActivePrimaryWeaponRange()` change

This function used to determine the distance between the player ship and the specified target and the range of the player ship's current active primary weapon. This behavior was however unintended for the case where you controlled a drone. In this case the function should take the distance of the target to the drone and also use the weapon range of the drone weapon. See

[XRUIMOD-62](#) - Data cannot be retrieved due to an unexpected error

If you rely on the old behavior, feel free to add an issue to the bugtracker or get in touch via the Forum to file a feature request.

### FFI function `GetRelativeAimPosition()` change

According to the behavior change done for `IsTargetInPlayerActivePrimaryWeaponRange()`, `GetRelativeAimPosition()` was updated to also take the current object the player controls into account when calculating the aim position (old behavior was to always use the player ship). See

[XRUIMOD-95](#) - Data cannot be retrieved due to an unexpected error

If you rely on the old behavior, feel free to add an issue to the bugtracker or get in touch via the Forum to file a feature request.

### Lua function `GetLocalMousePosition()` change

This function used to return the position of the mouse cursor when it was clicked (for a few frames after the button was pressed) instead of the mouse-cursors current position (see: [XRUIMOD-57](#) - Data cannot be retrieved due to an unexpected error )

Since this is quite inconsistent and doesn't fit with the function name, this was changed. The function consistently returns the current mouse-position regardless of whether the LMB was pressed or not, now.

It's expected that this change is not noticeable by the user. However, as of 4.00 Beta 2 a new Lua function (`GetLocalMouseClickedPosition`) was added which retrieves the accurate mouse click position ( [XRUIMOD-66](#) - Data cannot be retrieved due to an unexpected error ) so you have the option to choose between getting the accurate click or cursor position.

### FFI function `SetMapRenderTarget()` change

The function got a slight behavior change in 4.00 Beta 2. The old behavior was to always display the map/radar focused on the player ship. As of 4.00 Beta 2 this now displays the map/radar around the object the player controls at the time of calling `SetMapRenderTarget()` (which is either the player ship or the remote controlled drone). If you rely on a different object being the focused one, a new function was added where you can

explicitly specify the focus component: [XRUIMOD-67](#) - Data cannot be retrieved due to an unexpected error