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Subject: Is there any way to stop this crap on c&c:islands?

Posted by [flyingfox](#) on Sat, 09 Oct 2004 01:23:45 GMT

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what is happening is when you shoot through one of the spaces here, in first or in third person, the game seems to think the rocket is hitting the wall and causes splash damage on you -- when in reality your rocket is going through. not only that, you receive the damage and no damage is done to whatever you were shooting at. it's really cheap and annoying and it happens in other tighter areas with rockets, such as the little tunneled in place on islands that GDI rocketeers like to shoot through.

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