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Subject: Re: Recommended Fixes

Posted by [Chuck Norris](#) on Sat, 28 Jun 2008 18:19:28 GMT

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Speaking of level fixes, in some levels, you can't damage buildings but still hit them. It happens when you're not at roughly the same height/elevation level as the building you're hitting. Offhand, examples that come to mind are on Mesa, when hitting the barracks or Hand of Nod from the cave bridge, or hitting the Power Plant or Airstrip from the sides. On Walls, there are spots where NOD can't hit the barracks from the top of the cliff with a rocket soldier, but GDI can hit the Hand of Nod that way. Surely these effects weren't intentional if aircraft can hit and damage buildings while not being on the same elevation, so it must be a bug?

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