

---

Subject: Re: Please fix this

Posted by [Spoony](#) on Tue, 19 Aug 2008 21:53:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

StealthEye wrote on Sun, 17 August 2008 12:40It has been mentioned before on the TT forums I think. Anyway, I have fixed this already a while back. It was because it used the relative targeting coordinates but clamped the relative coordinates by the level extents. So on maps that did not have much below the normal ground level, you were unable to shoot down.

Yeah, I brought it up because I wanted to see how it would affect gameplay on Mesa... is this going to be part of the patch?

---