
Subject: A few concerns/bugs.

Posted by [BlazeDragoon](#) on Sun, 24 Aug 2008 22:28:14 GMT

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There are a few things I was concerned about and was wondering if they'd be fixed, changed, or adjusted.

1.)If I'm not wrong GDI infantry to more damage with their rifle then Nod infantry. Why is this, and why would it be this way? Nod infantry are much easier to hit, having their rifles be worse doesn't make much sense, most of all when all other free infantry are the same.

2.)The GDI Symbol. You can shoot through the GDI symbol on the on the medium tank. This can be annoying if they are driving backwards and behind some cover shooting at you. Sometimes your shots will go though the tank. There are other cases where this is annoying. (EDIT : Sorry noticed this in another topic)

3.)I'm not sure what to call this, so I'm gonna call it the height bug. Now sometimes when your high above something shooting down at it, the splash damage will do and sometimes the shell itself won't either. Some cases of this are on hourglass (unless you know the little "trick" to work around it) and on mesa if your on the bridge shooting down at some infantry or something. This is possibly the most annoying bug in my mind, when your shooting RIGHT at an infantry's foot and it does no damage.

4.)Stealth bug? I've never really paid much attention myself, but jumping and by colliding with objects, sometimes, sbhs will flash? I haven't experienced this one much myself so I'm not to sure about this one.

There's some others I forgot but o well:(.
