
Subject: Re: Details of some of the features in 4.0
Posted by [Starbuzz](#) on Thu, 01 Oct 2009 03:29:51 GMT
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Spoony wrote on Wed, 30 September 2009 22:03pawkyfox wrote on Wed, 30 September 2009 21:46Spoony wrote on Wed, 30 September 2009 20:17another thing that might possibly be fixed... Deadzones on Mesa?

Spoony, what do you mean by the Mesa deadzones? The zones on the map where you shoot enemy buildings within range but the shells just won't cause damage? Is this what you mean? If yes, then yes I hope it gets fixed. It will open up new areas in the map to attack from. there are three deadzones on mesa.

- on the bridge. tanks on the bridge can't fully attack targets on the ground. they can't readily hit buildings, they only do partial damage to vehicles, and they don't deal splash damage to infantry.
- side path near the Nod refinery. med doesn't damage the airstrip ramp. also there's a bizarre situation where if you aim at the turret, you do half damage to the turret and full damage to the refinery
- the infantry-only area between the two refineries. grenadiers and rocket soldiers can't readily attack the airstrip ramp.

the bridge is the main one that needs fixed.

Ohh I see...never knew about the refinery deadzones.

Definitely think the bridge will be the most important. I used to think about this and I always thought the bridge deadzone has to be fixed bcause I think it will enhance the gameplay on this map.

With the bridge becoming an area to control with tanks, we can have a situation where cave fests can be countered. So teams will fight for control of the bridge as well.

The one with the grenadier unable to target the strip is most annoying especially after Nod resorts to teched arts and kills every GDI harv that goes out...money becomes a bit tight.
