
Subject: Re: Details of some of the features in 4.0
Posted by [Spoony](#) on Fri, 02 Oct 2009 00:42:53 GMT
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StealthEye wrote on Thu, 01 October 2009 14:53I think the deadzones were mentioned before: they are fixed. They are not special zones, it's just that the netcode was unable to send target points that are (far) below the player's position.
That would explain the bridge, but not a med/mammy/MRLS on the side path, nor a grenadier/gunner on the infantry-only area hitting the airstrip...

If someone has fixed this, can they knock us up a quick fix for it so we can test it? This WILL affect Mesa (I happen to think it'll give GDI the edge, a med on the bridge will be a powerhouse now, and many people are currently convinced that Nod owns the map when the pointsfix is there, so this might smooth things out)

Sir Kane wroteThat actually appears to happen when you attack stuff from above. It also happens on hourglass from top of hill (I think so at least).
yes, you are correct. when a tank retreats from you down the hill past a certain level (which isn't far), you only do about half damage to it. it's also why you can't DIRECTLY attack the buildings you'd think you'd be able to attack from the hill - of course many people know the reticle trick, but you really shouldn't have to explain this to a new player every time. (it's sad to see a new player who's honestly convinced they're hitting the PP with an arty when they're not, eh?)

this ought to be fixed too, though i don't think it's as big an issue as mesa.
