
Subject: Re: Mesa deadzone fix
Posted by [Spoony](#) on Fri, 02 Oct 2009 19:25:45 GMT
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there are three deadzones.

1. the bridge.

tanks on the bridge can't properly attack ground targets.

- they can't properly hit buildings
- they only do half damage to tanks
- they don't do splash damage to infantry

2. side path near the airstrip pad.

- tanks can't hit the airstrip ramp
- tanks only do half damage to any nod vehicle behind the wall
- if you shoot the turret, there's a weird situation whereby you do half damage to the turret and full damage to the refinery (!?)

3. infantry area between the two refineries

- grenadiers and rocket launchers can't properly hit the airstrip ramp.

this also happens on the hourglass hill, which should probably be fixed too (for example, if an arty falls back down the hill past a certain point, a med tank on the hill only does half damage attacking it, which basically means the arty can be kept alive by the driver's tech on his own, which would not normally be the case)
