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Subject: Re: Details of some of the features in 4.0

Posted by [EvilWhiteDragon](#) on Sat, 03 Oct 2009 20:28:16 GMT

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Spoony wrote on Sat, 03 October 2009 18:16StealthEye wrote on Fri, 02 October 2009

15:22Quote: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)I thought you'd know the map well enough to know that you're actually quite a bit higher than the target you're shooting, hence it explains it perfectly well. I checked it just to be sure, but it's definitely that. If you go a bit down the slope, then you can suddenly hit them properly again. They are therefore definitely caused by the same bug, which is fixed. The turret problem you're mentioning is the exact same thing: you can only do impact damage, not splash damage. Impact damage on non building objects is not bugged; it works everywhere. That's also the reason why you only do about half damage when shooting down from the bridge: you do impact damage but the splash damage is not done.

Same story applies to hourglass.

i'll repeat the question: if a fix has been created, can we start testing it now?

You can start testing as soon as we have a "stable" beta.

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