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Subject: Altitude bug - aka "deadzones"

Posted by [Spoony](#) on Tue, 17 Nov 2009 12:41:40 GMT

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I wonder if someone can fix the Mesa deadzones for me.

Quick summary: there's a bug whereby tanks on high ground can lose some of their effectiveness when they shoot targets lower down. the main thing i'm talking about is on mesa, although it affects hourglass too.

for example, a tank on the mesa bridge only does partial damage to tanks on ground level, doesn't do splash to infantry, and has trouble attacking buildings.

i'm told this will be fixed in scripts 4.0 and the TT patch, although i'd like a fix for it now for use in the clanwars league. i have a theory that the balance of Mesa will be improved if the bug is fixed, and i'd rather not wait.

there are three cases on Mesa where it happens:

- tanks on the bridge
- a gdi tank on the side path shooting the refinery/airstrip/turret
- a grenadier/rocket soldier trying to shoot the airstrip ramp

it also happens on hourglass, although that isn't played in clanwars so i don't immediately care about that. i would greatly appreciate if someone could fix mesa for me, though.

thanks

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