
Subject: Re: Altitude bug - aka "deadzones"
Posted by [Spoony](#) on Sat, 21 Nov 2009 01:33:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

i've written a balance analysis on the subject. it's early days of course, it'd be well worth testing it in a large server. a community match would be ideal since it's easy to make sure everyone on both teams has the map download; it seems impractical to use it in a public server right now.
http://www.renegadeforums.com/index.php?t=msg&th=35239&start=0&rid=2_0608
