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Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 12:32:20 GMT

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Spoony wrote on Sun, 14 August 2011 11:31 EvilWhiteDragon wrote on Sun, 14 August 2011 01:54 Spoony wrote on Sun, 14 August 2011 10:23 Aircraftkiller wrote THE MAPS IS BAD

genuinely good map worth downloading: Mesa2 (simply Mesa with the deadzones fixed - the bug that causes damage problems for tanks and rockets on the bridge/side paths)

<http://www.renegadeforums.com/index.php?t=msg&goto=411732&rid=20608>

adds an enormous amount of strategic depth to the game just by fixing that bug

But useless when TT comes out... as this is just a workaround for that bug...

have a think about that and see if you can work out the 3 or 4 flaws in what you just said

Why? Come up with arguments then? The targetting deadzones are properly fixed in TT. For people that are on stock ren or 3.4.4. it's just as easy to download TT as it is to download Mesa2.

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