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Subject: Med tank vs Artillery Fraps

Posted by [Homey](#) on Tue, 01 Jun 2004 20:59:11 GMT

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You guys know what the aiming is? That is where the servers sees him aiming, that is why you don't get splash, or have to shoot at a building for like 10seconds before damage is done, the server sees you aiming at a wall while the turret is slowly moving around. This is why when your the host you see people shooting at walls will tanks, you cannot get splash, but if you hit vehicles or infantry with the shell damage counts but still not as much as it should since splash hurts the tank too.

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