
Subject: Is there any way to stop this crap on c&c:islands?

Posted by [flyingfox](#) on Sat, 09 Oct 2004 01:23:45 GMT

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what is happening is when you shoot through one of the spaces here, in first or in third person, the game seems to think the rocket is hitting the wall and causes splash damage on you -- when in reality your rocket is going through. not only that, you receive the damage and no damage is done to whatever you were shooting at. it's really cheap and annoying and it happens in other tighter areas with rockets, such as the little tunneled in place on islands that GDI rocketeers like to shoot through.

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Posted by [Majiin Vegeta](#) on Sat, 09 Oct 2004 04:04:27 GMT

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i get killed by that so many times

Subject: Is there any way to stop this crap on c&c:islands?

Posted by [2000_years](#) on Sat, 09 Oct 2004 10:04:18 GMT

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Yeah, It happens shooting off the ledge in c&c_snow, on the screen the rocket flies into their base, yet your health goes down and no damage occurs. Damn annoying

Subject: Is there any way to stop this crap on c&c:islands?

Posted by [YSLMuffins](#) on Sat, 09 Oct 2004 18:53:31 GMT

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It sounds like the invisible projectile barrier extends too far down...but that's just conjecture.

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Posted by [Aircraftkiller](#) on Sat, 09 Oct 2004 19:54:29 GMT

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It happens mostly in third person. Your projectile is blocked by the wall and since the server is responsible for calculation of explosive damage, you get hurt by it.

Use first person more often, and stay away from areas like that.

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Posted by [Nightma12](#) on Sat, 09 Oct 2004 20:10:17 GMT

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but you can aim better(or at least i can) and see around corners with 3rd person

Subject: Is there any way to stop this crap on c&c:islands?

Posted by [icedog90](#) on Sat, 09 Oct 2004 20:49:41 GMT

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Nightma12but you can aim better(or at least i can) and see around corners with 3rd person

In my opinion, 1st person is better for headshots, and 3rd person is easier to aim, but it's harder to headshot in 3rd person view because the reticle likes to shift away from where you're aiming.

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Posted by [Slash0x](#) on Sun, 10 Oct 2004 04:25:43 GMT

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icedog90In my opinion, 1st person is better for headshots, and 3rd person is easier to aim, but it's harder to headshot in 3rd person view because the reticle likes to shift away from where you're aiming.

I'm always in 3rd and I'm usually the highest in kills. Headshots or not. Although, I probably suck now, I haven't played in 3 months.

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Posted by [icedog90](#) on Sun, 10 Oct 2004 08:10:31 GMT

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I haven't played for months either. Ever since Core Patch 1 came into beta testing I started playing again and got 1337 again.

Subject: Is there any way to stop this crap on c&c:islands?

Posted by [Dan](#) on Sun, 10 Oct 2004 14:01:28 GMT

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Jesus! Why not switch between 3rd and 1st person view? I do it all the time.

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Posted by [Naamloos](#) on Sun, 10 Oct 2004 14:09:12 GMT

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IMO you should not be allowed to shoot from there at all, it's annoying when a n00b cannon stands all the way at the Nod Air Strip shooting vehicles and infantry.
