
Subject: request: Hourglass2 - danpaul?
Posted by [Spoony](#) on Thu, 26 Nov 2009 16:17:18 GMT
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it seems like a good idea to verify what will happen to the hourglass hill with the altitude bug fixed there too.

hourglass is never played in clangames so it is not as pressing an issue as the mesa deadzones but i may as well find out how hourglass will be affected, in advance of scripts 4.0 or TT patch.

Subject: Re: request: Hourglass2 - danpaul?
Posted by [danpaul88](#) on Fri, 27 Nov 2009 01:34:45 GMT
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OK, done. Same process as before, used the .lvl file from the Westwood FTP and added the extra mesh. As before you need both this map and the original C&C_Hourglass.mix for it to work.

As before, I am not sure of where the deadzones are so you will have to test it and make sure they are indeed fixed.

File Attachments

1) [C&C_Hourglass2.rar](#), downloaded 169 times

Subject: Re: request: Hourglass2 - danpaul?
Posted by [Distrbd21](#) on Fri, 27 Nov 2009 04:31:47 GMT
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how about shrink the dam ob sometimes its not far to be on gdi on most maps hourglass being one of them.

Subject: Re: request: Hourglass2 - danpaul?
Posted by [HaTe](#) on Fri, 27 Nov 2009 16:42:14 GMT
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You can hit obi, hon, and ref as gdi on hill w/o getting hit by obi @ all....fair enough for me. Of course, you can hit every building as nod on hill (yes, including bar..).

Subject: Re: request: Hourglass2 - danpaul?
Posted by [liquidv2](#) on Fri, 27 Nov 2009 18:36:52 GMT
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it's much easier for nod to hit buildings from the hill than it is for gdi

also, nod vehicles can sit anywhere on top of the hill without taking agt fire (until they start down the other side) whereas GDI vehicles have to sit on the top left side to avoid direct obelisk fire

the only building gdi can generally hit safely is the refinery, so allowing vehicles to hillcamp will most likely favor nod

Subject: Re: request: Hourglass2 - danpaul?
Posted by [HaTe](#) on Fri, 27 Nov 2009 19:10:57 GMT
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Gdi can hit the hon safely, and the obelisk semi-safely...meds>arties anyway from close distance..
