Subject: Collecting map issues for a possible set of fixed maps
Posted by jonwil on Fri, 16 Sep 2011 01:00:58 GMT
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We here at Tiberian Technologies are thinking about producing a set of fixed maps and want to collect from the community any map bugs that should be fixed. Things like VIS glitches, bad spawn points and anything else that's a genuine bug.

Don't report things that are already fixed as a result of code changes in 4.0.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Caveman on Fri, 16 Sep 2011 07:20:40 GMT
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If you look in the beta forums I have given 2 screenies of VIS issues...

Field and glacier.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by halo2pac on Sat, 17 Sep 2011 00:54:19 GMT
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Civilian / Mutant spawn points would be AWESOME!

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by StealthEye on Sat, 17 Sep 2011 03:06:29 GMT
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Starbuzz wrote on Sat, 17 September 2011 02:12Is this supposed to be fixed? Happened a few times so far but this time I am bringing it up because it helped me spot an incoming med rush that otherwise would have killed hon and obby if I had not alerted the team.

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  http://www.renegadeforums.com/index.php?t=msg&th=38412&unread=1&rid= 21143#msg_454840

Edit: does someone know what fixes are in CP2? We should add those too, as long as they are not fixed by other means in TT.

Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [Goztow](#) on Sat, 17 Sep 2011 07:29:45 GMT

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CP1 is the first unofficial C&C Renegade update which fixes several bugs identified in the game. Many fixes and changes were made to the original maps including additional sounds, more effective vehicle blockers to prevent wall jumping, and other special effects. The much hated ability to do base to base attacks on certain maps has been prevented. Multiplayer radio command icons are now available, Obelisk powerup will be audible, seamless interaction between the Renegade client and the Free Dedicated Server will introduce server-side enhancements that make available the best effects ever achieved in Renegade muliplayer gameplay.

CP2:
Map changes/fixes:

- Blocked ability for players to get on top of refinery on non-flying maps
- C&C_Canyon.mix: Blocked ability for players to get on top of the Weapons Factory
- C&C_Complex.mix: Prevent GDI Base-to-Base exploit to hit refinery
- C&C_FieldTS.mix: Prevent Nod buggies from entering tunnels
- C&C_FieldTS.mix: Fixed problem near obelisk where vehicles can get stuck
- C&C_Islands.mix: Added blockers to prevent more Base-to-Base exploits
- C&C_Snow.mix: Fixed a Base-to-Base exploit
- C&C_Under.mix: Fixed a bad spawn point in the Hand of Nod

source: readme.txt

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by [Aircraftkiller](#) on Sat, 17 Sep 2011 07:53:16 GMT

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I told them not to "fix" Snow since I had intended for base to base attacking. It's a shame they didn't listen.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by [Goztow](#) on Sat, 17 Sep 2011 08:06:57 GMT

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Also don't use the "fixed" snow map cause it broke PT's.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by [thomasemperor](#) on Sat, 17 Sep 2011 08:26:47 GMT

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Aircraftkiller wrote on Sat, 17 September 2011 09:53I told them not to "fix" Snow since I had intended for base to base attacking. It's a shame they didn't listen.

B2B is still possible.

Here's what I fixed in my map fixes pack that'll have to re-do because I had some issues.

Walls_Flying
Fixes:
-Added kill zones for ground vehicles on both sides' walls, and a big ass one on top of the mesa
-Added beaconing prevention zone on top of both teams' Refineries
-Add a ground vehicle kill zone to the Barracks outer doors
-Added B2B prevention to prevent shooting the Hand of Nod with Rocket Launchers from GDI wall
TODO

City_Flying
Fixes:
-Added spawn points to the Barracks (by Zunnie)
-Fixed a misplaced PT inside the AGT
-Added beaconing prevention zones on top of both teams' Refineries.
-Resized the Airstrip kill zone so the Harvester doesn't get killed by it sometimes TODO
-Add a ground vehicle kill zone to the Barracks outer doors

Under
Fixes:
-Added kill zones on top of Refinery (from CP2/by reborn)
-Fixed a broken spawn in the Hand of Nod (from CP2/by reborn)
-Added vehicle kill zone to an infantry only area that can be glitched into with vehicles
-Added a vehicle kill zone with a 20 seconds timer in a place where vehicles sometimes get stuck
while falling off hill
-Added kill zone on top of Barracks
-Added kill zones inside buildings to prevent vehicles getting inside them
-Resized the Airstrip kill zone so the Harvester doesn't get destroyed by it sometimes TODO
-Added kill zones on top of both teams' Powerplant

Field
Fixes:
-Added kill zones on top of Refinery (from CP2/by reborn)
-Fixed a broken spawn in the Hand of Nod (from CP2/by reborn)
-Added a kill zone on top of the Barracks
-Added beaconing prevention script zones to the tunnel
-Resized the Airstrip kill zone to prevent issues with the Harvester sometimes getting killed by it
TODO

-Added ground vehicle kill zones inside buildings that can be driven into with Humvee and Buggy
-Prevented a B2B spot with MRLS (from CP2/by reborn)

Canyon
Fixes:
-Blocked ability for players to get on top of the Weapons Factory (from CP2/by reborn)
-Added kill zone to prevent 2-man wall hop from the balcony into Refinery for both teams
-Added kill zones to two places that could be reached with Humvee and Buggy
-Added kill zone to a place at the Nod Refinery tunnel that can be 2-man hopped off the wall
-Added a beaconing prevention zone to tunnel under the Nod Airstrip
-Added ground vehicle kill zones inside buildings that can be driven into with Humvee and Buggy
-Added kill zone to an area in between the Tiberium field in the middle and the end of the Strip that could be used to get off map
-Added kill zones on top of the crates/containers inside of both bases to prevent players from getting on top of them
----
Volcano
Fixes:
-Added a kill zone on top of Barracks
-Added kill zones to both teams' Powerplant
-Added kill zones to both teams' Refinery (from CP2/by Reborn)
-Added kill zones inside buildings to prevent vehicle getting inside them
-Resized the Airstrip kill zone to prevent issues with the Harvester sometimes getting killed by it
TODO

Hourglass
Fixes:
-Added a kill zone on top of Barracks
-Added kill zones to both teams' Powerplant
-Added kill zones inside buildings to prevent vehicle getting inside them
-Added kill zones to both teams' Refinery (from CP2/by Reborn)

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Starbuzz on Sat, 17 Sep 2011 15:51:16 GMT
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A very annoying problem for flying units on City Flying; getting stuck in that spot (happens on all over the map with that boundary wall).

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Is it possible to make that area slippery so no sticking occurs?

Still was able to kill an Orca though trololll

btw, thanks so much for all your hard work!

File Attachments

1) Screenshot.73.jpg, downloaded 1428 times

SW

EVA

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Lone0001 on Sat, 17 Sep 2011 16:00:11 GMT
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If that one in Glacier_Flying could be fixed so you can't get on top of the map, that would be awesome.

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File Attachments
1) ScreenShot28(2).png, downloaded 1199 times

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by iRANian on Sat, 17 Sep 2011 16:02:28 GMT
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Getting on top on Glacier should be fixed. Lagging back into that wall with flying vehicles on City_Flying might be too.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by iRANian on Sun, 18 Sep 2011 14:18:46 GMT
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Here's some new issues:

1. You can get off the map on Glacier_Flying.
2. You can one man wall hop into the GDI Refinery on Field.
3. You can jump a vehicle over the Nod barrier (next to the Nod bunker) into the infantry only area next to both teams' Refineries on Mesa.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Caveman on Sun, 18 Sep 2011 15:18:42 GMT
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iRANian wrote on Sun, 18 September 2011 15:18Here's some new issues:

3. You can jump a vehicle over the Nod barrier (next to the Nod bunker) into the infantry only area next to both teams' Refineries.

Map?

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by EvilWhiteDragon on Sun, 18 Sep 2011 15:36:08 GMT
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Must be Mesa afaik...

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Caveman on Sun, 18 Sep 2011 15:53:17 GMT
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^^

That's already been fixed.

Subject: Re: Collecting map issues for a possible set of fixed maps

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Posted by [iRANian](#) on Sun, 18 Sep 2011 17:48:50 GMT

Oh, sorry yeah it's Mesa. Yeah it's fixed in Core Patch 2 by modifying the terrain of the map IIRC.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by [Starbuzz](#) on Sun, 02 Oct 2011 20:22:24 GMT

Is this related to a map problem? The characters become invisible on this part of the tunnel on Volcano. Thought I would post it.

Toggle Spoiler

File Attachments
1) [Screenshot.151.jpg](#), downloaded 1366 times

Pinball

togak

R315r4z0r

Nod Officer

GnNewSens

S

EVA

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by iRANian on Sun, 02 Oct 2011 20:32:24 GMT
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It's a VIS glitch, it's a problem yeah but I don't think it will be fixed.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Gen_Blacky on Sun, 02 Oct 2011 21:01:54 GMT
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iRANian wrote on Sun, 02 October 2011 13:32It's a VIS glitch, it's a problem yeah but I don't think it will be fixed.

It can easily be fixed just have to add some manual vis points and regenerate vis system.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Aircraftkiller on Mon, 03 Oct 2011 01:25:21 GMT
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Why would you re-generate the entire visibility system? Just place the point, repartition the culling system, and save. Export. You're done.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by StealthEye on Tue, 25 Oct 2011 00:25:03 GMT
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Quote from this topic.

Quote:I just played Volcano a short while ago, and I was approaching the GDI section of the tunnel, after it "T"s off near the cave. Two Havoc's were in front of me and they were invisible. Was that bug not sorted out in scripts 4.0?

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by grant89uk on Tue, 25 Oct 2011 13:02:22 GMT
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Is this about issues like when you stand in the corner of the WF on city flying you can see through the walls and the same issue with the barracks on complex.

The city flying one isnt really that too important imo but the complex one allows for sbh to see whats going on inside when they shouldnt.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by StealthEye on Tue, 25 Oct 2011 13:45:01 GMT
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Yes, that issue sounds like it's relevant in this topic too.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Starbuzz on Tue, 25 Oct 2011 15:05:16 GMT
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Something new; as we all know many of the stock maps have a problem where if we stand in specifc spots, the wall and sections of the walls will not "render" making us see thru to the other side.

Usually it is never a problem but atleast in one case, it directly hinders gameplay causing doubt/accusation. I refer to this topic I created long time ago on Jelly regarding Canyon. Can you please fix that spot only atleast on Canyon?

 http://jelly-server.com/forums/index.php?/topic/13401-ss-clarification-to-ircwho re/

ty!

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Jerad2142 on Tue, 25 Oct 2011 18:32:08 GMT
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Here are some bad vis spots I noticed on city flying yesterday:
BadVis 1
GoodVis 1
Position 1
BadVis 2
GoodVis 2
Location 2
BadVis 3
GoodVis 3
Location 3

And On Canyon:
Nod can Base to base
Nod can also get up here (alt view) that either needs to be blocked or the bad vis should be fixed.

Ghosting:
Also, I'm starting to think I am actually seeing ghosting more than I used to, I wouldn't mind this but it does allow you to damage the thing ghosting once before it snaps back to its correct position.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Killgeak on Tue, 25 Oct 2011 20:36:41 GMT
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Yeah i see ALOT more ghosting. sometimes theres an entire army of stanks shooting the OB in fjords and then suddenly the WF goes down and they all dissapear.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Goztow on Wed, 26 Oct 2011 06:35:54 GMT
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I've been noticing more ghosts as well. I play on a non-TT server, though (n00bstories). Last time on walls flying, it was quite terrible. Then again some times there are none at all.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by liquidv2 on Wed, 26 Oct 2011 10:38:35 GMT
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Canyon has a few shitty spots, some already mentioned
last night a dude put his buggy up here and was sniping hotwires
haven't seen someone do that in years lol

fix the vis errors!!!!!11111

players hop each other up over the wall here and climb up the mountain side where my reticle is trained

here's an old ass screenshot from a friend of axeldogg1 after someone put him up there and he was sniping people
keep in mind he could have easily continued over the cliffs and gotten behind the GDI base, all the way back to behind its ref

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by StealthEye on Wed, 26 Oct 2011 12:45:09 GMT
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I found the issue that was causing the ghosts, but sadly it won't be in time for the beta2 release (which is due in 12h or so). Also, it's off topic here, since it's not a map-related issue. Please create a new thread for any replies, and/or a moderator split this to a separate thread.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by liquidv2 on Wed, 26 Oct 2011 15:39:48 GMT
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while we're on the subject of fixing things how about you turn the agt around on field
why is the front door facing the field? they couldn't have picked a worse direction for it to be facing
people shoot into it from the field and walk right into it behind the harvester almost effortlessly; it has always pissed me off

with 4.0 i was told walls and structures and whatnot will absorb splash damage, so that's good for GDI in that scenario

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by StealthEye on Wed, 26 Oct 2011 17:26:06 GMT
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In both stock and TT, walls absorb 75% of the damage. TT does not aim to make changes like that, we only want to fix bugs. Someone can still make a custom map with the door in a different place though.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by trunkskgb on Thu, 27 Oct 2011 00:15:05 GMT
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I have a question about some of the work you plan on doing with the maps.

Due to the fact that more maps have the potential to see there way into the server (I hope this is the case, but I won't be surprised if it's not), have you guys thought about making some minor fixes to the fan maps down the road if they become increasingly popular?

I mean, the new scripts and all your work is awesome, but theoretically, would you AND could you release future updates if some of the fan maps become more main stream?

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by StealthEye on Thu, 27 Oct 2011 00:17:57 GMT
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We only focus on stock maps, but I think others are also able to make such changes. Others have also made the fan maps.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by liquidv2 on Thu, 27 Oct 2011 09:00:02 GMT
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i'm sorry if this has been covered 300+ times but what about the deadzones on the airstrip in regards to beacons

my team just won a game of canyon because the GDI ion beacon didn't kill the strip (it was placed dead center on the runway)

is that a map issue or something else?

also the deadzones in the GDI logos on vehicles

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by StealthEye on Thu, 27 Oct 2011 13:19:35 GMT
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I have added the air strip thing to the bug tracker. I don't think it is a map issue, but I'm not sure why it occurs.

The logos on vehicles are already on the bug list.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by iRANian on Thu, 27 Oct 2011 13:30:09 GMT
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I know about the issue with the Airstrip but it also affects other maps. If someone could give me the exact spot(s) it happens on I'll try to compare it with a modified Ion Cannon Beacon that does a lot more damage. I don't think it's map specific.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by trunkskgb on Thu, 03 Nov 2011 02:15:42 GMT
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FieldTS, hand roof. This a big deal?

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by trunkskgb on Thu, 03 Nov 2011 02:18:04 GMT
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Beginning of Glacier GDI Refinery skin missing.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by iRANian on Wed, 23 Nov 2011 19:43:44 GMT
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iRANian wrote on Thu, 27 October 2011 06:30I know about the issue with the Airstrip but it also affects other maps. If someone could give me the exact spot(s) it happens on I'll try to compare it with a modified Ion Cannon Beacon that does a lot more damage. I don't think it's map specific.

So yeah, anyone got specific spots where an Ion Cannon Beacon will damage an Airstrip on Canyon but not destroy it? I've been able to reproduce it on stock LAN and the stock FDS but not on 4.0 LAN. But even slightly positioning the beacon differently affects the amount of damage it does greatly and the beacon destroys the Airstrip most of the time.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Caveman on Thu, 24 Nov 2011 00:28:52 GMT
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iRANian wrote on Wed, 23 November 2011 19:43iRANian wrote on Thu, 27 October 2011 06:30I know about the issue with the Airstrip but it also affects other maps. If someone could give me the exact spot(s) it happens on I'll try to compare it with a modified Ion Cannon Beacon that does a lot more damage. I don't think it's map specific.

So yeah, anyone got specific spots where an Ion Cannon Beacon will damage an Airstrip on Canyon but not destroy it? I've been able to reproduce it on stock LAN and the stock FDS but not on 4.0 LAN. But even slightly positioning the beacon differently affects the amount of damage it does greatly and the beacon destroys the Airstrip most of the time.

What you mean now? Like placing it somewhere in the tunnel and not destroy it? You've confused

me?

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by iRANian on Thu, 24 Nov 2011 00:51:47 GMT
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Sometimes when you place an Ion Cannon Beacon on the Airstrip it doesn't destroy it. It happens on the end of the Airstrip on Canyon a lot. I was wondering if there's anyone who knows a position that causes the beacon to do 80% damage, as only slight changes in where you lay it affect the amount of damage done greatly.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Caveman on Thu, 24 Nov 2011 22:56:28 GMT
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Vis issue here (on the bridge where the entrance is)

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Caveman on Fri, 25 Nov 2011 18:55:03 GMT
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Dead centre by the building.

Pushing up against bridge.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Jerad2142 on Fri, 25 Nov 2011 21:51:24 GMT
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That bottom pic your vehicle camera is actually going though the bottom of the bridge (makes me sad that ren's vehicle cameras don't seem to be constrained by meshes that fall below the vehicle camera's height, maybe TT team could fix that?).

Beings the camera is up inside the bridge, I'd assume it's either outside of a vis zone, or is actually up inside the vis zone for objects that are on top of the bridge.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Caveman on Sun, 27 Nov 2011 23:45:26 GMT
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Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Caveman on Sat, 03 Dec 2011 17:53:36 GMT
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Bottom centre near crate.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by iRANian on Sat, 03 Dec 2011 21:51:38 GMT
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Some VIS issues and a floating Tiberium crystal on Mesa.

http://i.imgur.com/uMfqI.jpg
http://i.imgur.com/RHHui.jpg
http://i.imgur.com/fxt3m.jpg
http://i.imgur.com/RCwMX.jpg
http://i.imgur.com/AoHbO.jpg
http://i.imgur.com/nKHQo.jpg
http://i.imgur.com/w8ruu.jpg
http://i.imgur.com/ysJi8.jpg
http://i.imgur.com/JfJfx.jpg
http://i.imgur.com/ENjpd.jpg
http://i.imgur.com/5K5Yd.jpg
http://i.imgur.com/tN5Kk.jpg

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Caveman on Mon, 05 Dec 2011 21:55:03 GMT
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Logo

Pillar in the middle

Boulder on left

Back door ref

City flying

Island short tunnel (Nod entrance)

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by eatcow on Thu, 08 Dec 2011 19:16:23 GMT

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If y'all gonna fix up field, you need to also fix it so you can't wall jump to behind the bar. This is possible to do while the agt is online.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by iRANian on Thu, 08 Dec 2011 19:29:09 GMT

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eatcow wrote on Thu, 08 December 2011 12:16If y'all gonna fix up field, you need to also fix it so

---

you can't wall jump to behind the bar. This is possible to do while the agt is online.
Could you make a video or something to explain this in depth?

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by Gen_Blacky on Sat, 10 Dec 2011 08:49:48 GMT
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iRANian wrote on Thu, 08 December 2011 12:29eatcow wrote on Thu, 08 December 2011 12:16If y'all gonna fix up field, you need to also fix it so you can't wall jump to behind the bar. This is possible to do while the agt is online.
Could you make a video or something to explain this in depth?

you can do do the same thing with gdi ref, nod ref, nod airstrip. Easy fix. But wall hoping is not illegal in most servers.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by iRANian on Sat, 10 Dec 2011 12:19:33 GMT
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Oh the 2 man hop?

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by jonwil on Mon, 23 Apr 2012 14:06:10 GMT
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Do we have any update on how to reproduce the issue with the beacon not destroying the airstrip?

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by robbyke on Mon, 23 Apr 2012 15:27:42 GMT
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would i be possible to keep some standard maps cause iranians map fixes contain many kill zones i rather dont have on my server due to certain features allow that kind of stuff

mainly the veh kill zones on wall flying

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by havoc9826 on Tue, 24 Apr 2012 05:13:01 GMT

robbyke wrote on Mon, 23 April 2012 08:27
would i be possible to keep some standard maps cause iranians map fixes contain many kill zones i rather dont have on my server due to certain features allow that kind of stuff

mainly the veh kill zones on wall flying

Yeah, it would be a shame if we won't be able to do any of this anymore:

http://www.youtube.com/watch?v=nlnP0pPVNlo
http://www.youtube.com/watch?v=5tbEP92z4wc
http://www.youtube.com/watch?v=Ab5J9B1QVcs
http://www.youtube.com/watch?v=HSrKqNmupXs
http://www.youtube.com/watch?v=Rrvlhr0XmZl
http://www.youtube.com/watch?v=-Gn6K4KJP-0

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by robbyke on Tue, 24 Apr 2012 05:36:33 GMT

i actually made it more like this :

a vtach example

the vid sucks i just downloaded somethin in the morning to make this quick

if i didnt fly high enough over the wall the buggy would have exploded there

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by StealthEye on Tue, 24 Apr 2012 23:01:29 GMT

You can just use the old maps on the server and add the appropriate hashes to anticheat.ini. Since the kill zones are handled on the server, you should not need the clients to download anything.

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by robbyke on Tue, 24 Apr 2012 23:19:36 GMT

nice thnx

Subject: Re: Collecting map issues for a possible set of fixed maps
Posted by iRANian on Wed, 25 Apr 2012 13:15:40 GMT
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Shit I forgot to add a kill zone to to the top of the Hand.