

---

Subject: Re: Request of my TT colleagues

Posted by [EvilWhiteDragon](#) on Mon, 16 Nov 2009 19:45:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Spoony wrote on Mon, 16 November 2009 18:24 I'd like to ask again for the "deadzone fix", i.e. a fix for the bug where tankshells from higher up (like the mesa bridge) lose some of their efficacy against targets lower down.

As many people know I have just revitalised the clanwars league - so far it's going very well - and have instituted the proper Renegade points system (i.e. the pointsfix, as well as the vehicle-alignment modification), as well as disallowed harvblocking. In all Westwood maps except one, this has had a positive effect on balance. Field, Cityfly, Under, Wallsfly etc - all much, much fairer. In Mesa it's had the reverse effect; Nod has the clear advantage. I can explain exactly why this is but it's probably redundant, just take my word for it unless you feel like challenging it.

But I believe this can be rectified with the deadzone fix (the altitude thing). Can I please get a fix JUST for this on its own, so it can be tested in clanwar settings? Right now I'm strongly considering removing Mesa from the clanwar servers altogether. (This isn't SO bad since other maps are now much fairer...)

No, everything is integrated with each other. Unless you want to be the reason that TT will be more delayed, it won't and cannot happen. On a side note, the programmers are coding happily towards a beta release, then you can test this without delaying the beta.

Oh and yes it should be fixed (AFAIK it already is).

---