
Subject: Re: Details of some of the features in 4.0
Posted by [Sir Kane](#) on Thu, 01 Oct 2009 18:14:07 GMT
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I believe he means making Obelisks, AGTs and turrets not shoot at fully cloaked infantry and vehicles.

Spoony wrote on Wed, 30 September 2009 20:17
another thing that might possibly be fixed... Deadzones on Mesa?
That actually appears to happen when you attack stuff from above. It also happens on hourglass from top of hill (I think so at least).

Also, it was my idea to drop LFDS support!
