Subject: Please fix this
Posted by mrÃ£Ã§Ä·z on Sun, 17 Aug 2008 09:33:10 GMT

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Like you see im Targeting the PowerPlant, when i shot my rockets
hit the Powerplant but they do no damage and give me no points...
That happens to many places...

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File Attachments
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1) dssdd.jpg, downloaded 929 times

Credits: 354
Restzeit: 03:55:56

Subject: Re: Please fix this
Posted by Chuck Norris on Sun, 17 Aug 2008 09:36:03 GMT
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I've brought this up before. IIRC from what I've heard at Black-Cell in the past, it's due to a combination of bad netcode and/or altitude difference. Since it doesn't happen in all places and

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flying vehicles can obviously hit things without having to be level with the building, I'd say it's a bug. Not sure if it can be fixed (easily) though.

Subject: Re: Please fix this
Posted by Herr Surth on Sun, 17 Aug 2008 10:05:38 GMT
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If this would be fixed, MLRS on Mesabridge would be the best thing in the world!

Subject: Re: Please fix this
Posted by sadukar09 on Sun, 17 Aug 2008 13:38:50 GMT
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Surth wrote on Sun, 17 August 2008 05:05If this would be fixed, MLRS artillery on Mesabridge would be the best thing in the world!

Subject: Re: Please fix this
Posted by Herr Surth on Sun, 17 Aug 2008 13:45:33 GMT
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shut the fuck up sadukar, i was talking about MLRS YOU FAG

Subject: Re: Please fix this
Posted by Jamie or NuneGa on Sun, 17 Aug 2008 13:57:06 GMT
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yea its something to do with the server thinking that you are hitting a different spot to where you actually are.

Subject: Re: Please fix this
Posted by sadukar09 on Sun, 17 Aug 2008 14:52:34 GMT
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Surth wrote on Sun, 17 August 2008 08:45shut the fuck up sadukar, i was talking about MLRS YOU FAG
shut the fuck up surth, i was talking about arties YOU FAG.

Subject: Re: Please fix this
Posted by Hitman on Sun, 17 Aug 2008 15:26:10 GMT
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it seems with vecs u cant hit a building that is lower than your turret or some shit ;/

Subject: Re: Please fix this
Posted by StealthEye on Sun, 17 Aug 2008 17:40:18 GMT
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It has been mentioned before on the TT forums I think. Anyway, I have fixed this already a while back. It was because it used the relative targeting coordinates but clamped the relative coordinates by the level extents. So on maps that did not have much below the normal ground level, you were unable to shoot down.

Subject: Re: Please fix this
Posted by trooprm02 on Sun, 17 Aug 2008 18:10:18 GMT
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Hitman wrote on Sun, 17 August 2008 10:26it seems with vecs u cant hit a building that is lower than your turret or some shit ;/

hourglass hill, arty.

Subject: Re: Please fix this
Posted by Chronojam on Sun, 17 Aug 2008 18:41:56 GMT
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Hm, this explains why our cheapass fix works. Thanks for the explanation dude.

Subject: Re: Please fix this
Posted by StealthEye on Sun, 17 Aug 2008 19:24:59 GMT
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What cheapass fix did you use then? Change the level boundaries?

Subject: Re: Please fix this
Posted by DutchNeon on Tue, 19 Aug 2008 02:21:40 GMT
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There is/was a trick to avoid this 'bug' on hourglass with an artillery (So you could hit the WF,

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REF, PP, while not getting shot by the AGT). Sadly, this trick doesn't work for the GDI MRLS. It would be so awesome if MRLS finally could hit the Nod PP from the hill (Of course, Obelisk hitting him, as the Obelisk can actually 'shoot over/on' the hill, where as the AGT could only hit his own side, and a small part on the hill).

Subject: Re: Please fix this
Posted by Herr Surth on Tue, 19 Aug 2008 12:27:10 GMT
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GDI MLRS on Bridge of Mesa would give GDI the edge in 3v3+ if it would make proper damage, im sure.

Subject: Re: Please fix this
Posted by Homey on Tue, 19 Aug 2008 13:51:17 GMT
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When you host a game it all works fine. There is a way around this on Nod but not on GDI.

Subject: Re: Please fix this
Posted by Spoony on Tue, 19 Aug 2008 21:53:15 GMT
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StealthEye wrote on Sun, 17 August 2008 12:40It has been mentioned before on the TT forums I think. Anyway, I have fixed this already a while back. It was because it used the relative targeting coordinates but clamped the relative coordinates by the level extents. So on maps that did not have much below the normal ground level, you were unable to shoot down.
Yeah, I brought it up because I wanted to see how it would affect gameplay on Mesa... is this going to be part of the patch?

Subject: Re: Please fix this
Posted by Jamie or NuneGa on Tue, 19 Aug 2008 22:15:44 GMT
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ha ha get a mrl in the little cave bit next to bridge and 6-lock the arty's whilst splashing the techs. That would be a ownage manouevre due to how easy you can fall back.

Subject: Re: Please fix this
Posted by Caveman on Tue, 19 Aug 2008 22:23:40 GMT
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Kinda going off topic here but with all the recent threads about DONT FIX THIS AND DONT FIX THAT because of gameplay issues.. We finally get something that will no doubt change gameplay a great deal and noone moans.....

Go figure.

Subject: Re: Please fix this
Posted by Jamie or NuneGa on Tue, 19 Aug 2008 22:33:13 GMT
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Its one of those things that just pisses everyone off... took me ages to figure out all the right spots to shoot buildings from bridge in order to do damage.