
Subject: Re: Very Good Thread about Ren Lag
Posted by [Renx](#) on Sat, 14 Jan 2006 18:33:12 GMT
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warranto wrote on Sat, 14 January 2006 13:57Interesting read.

Still doesn't explain why I can never seem to damage most buildings while firing from on top of the Hourglass hill with Nod's mobile artillery unit, though.

(Yes, I know I'm in range, and that the shells are impacting the building)

That's hard to explain and I'm not really even sure if I really know why.

Take shooting the power plant from the hill with an artillery for example. You can shoot that all day, it will directly hit so far as you can see, but do no damage. For some reason the server doesn't think you're hitting it, it thinks you're hitting about 30ft above where you're aiming. Watch someone else shooting towards the powerplant from the hill sometimes, I always use to think "wtf are they shooting above the PP?"

I don't really know why it would do this, any explanation I come up with doesn't seem to want to apply to the MRLS either.
