
Subject: Re: Very Good Thread about Ren Lag
Posted by [flyingfox](#) on Wed, 18 Jan 2006 13:36:11 GMT
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It isn't just those buildings, or even those maps that the problem of damage not registering comes about. Take Mesa for example. Notice how when you're on GDI and you go around the side meant for infantry that gives you view over the Nod base, that when you fire projectiles at some buildings the damage doesn't register?

For example, sometimes when you shoot at the turret or airstrip with a rocketeer, nothing happens.

Or when you get a grenadier, you need to angle your grenades a certain way for them to do damage to the airstrip. Shooting them normally at it does nothing.

On Hourglass, as I said, the problem isn't just with those buildings, or with those vehicles. Sometimes, in a vehicle OR on foot, you need to go further down the opponent's side of the hill for your damage to register. As Nod, when you shoot at the AGT from the hilltop, the damage usually doesn't register. Likewise as either team when you bring a rocketeer up and shoot at buildings. A pretty serious and gameplay-damaging bug I'd say.
