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Subject: Re: Recommended Fixes

Posted by [EvilWhiteDragon](#) on Wed, 02 Jul 2008 11:48:50 GMT

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Memphis wrote on Tue, 01 July 2008 23:18Chuck Norris wrote on Sat, 28 June 2008 19:19Speaking of level fixes, in some levels, you can't damage buildings but still hit them. It happens when you're not at roughly the same height/elevation level as the building you're hitting. Offhand, examples that come to mind are on Mesa, when hitting the barracks or Hand of Nod from the cave bridge, or hitting the Power Plant or Airstrip from the sides. On Walls, there are spots where NOD can't hit the barracks from the top of the cliff with a rocket soldier, but GDI can hit the Hand of Nod that way. Surely these effects weren't intentional if aircraft can hit and damage buildings while not being on the same elevation, so it must be a bug?

Had to quote this because it has been annoying me for years

We (well, BI at least) have noticed that quite some time ago, but we have yet to find what's causing this. So unless someone has any clue about how and why this may happen, it is probably not fixed in TT.

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