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Subject: Re: Details of some of the features in 4.0  
Posted by [Starbuzz](#) on Thu, 01 Oct 2009 02:46:32 GMT  
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This is really awesome and much needed fixes in some areas. Thank you for that vast update jonwil.

Also, will you also fix the Medium tank repair bug where the repair gun won't repair if you aim it on the GDI logo? It is a really annoying glitch especially during teching.

Spoony wrote on Wed, 30 September 2009 20:17 another thing that might possibly be fixed...  
Deadzones on Mesa?

Spoony, what do you mean by the Mesa deadzones? The zones on the map where you shoot enemy buildings within range but the shells just won't cause damage? Is this what you mean? If yes, then yes I hope it gets fixed. It will open up new areas in the map to attack from.

edit: typo

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