
Subject: Re: Mesa deadzone fix
Posted by [Spoony](#) on Sat, 21 Nov 2009 01:58:42 GMT
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Oh, one other thing that is definitely worth mentioning. I revitalised the clanwars.cc league at the beginning of november, and so far it's going very well - great competition, and almost entirely fair play across the board. One of the things I did was implement the original Renegade points and economy system (aka the pointsfix), and disallow harv blocking. The results are that just about all the original Westwood maps are now completely fair - previously, quite a few maps were not fair at all. most obviously field, under and wallsfly. now, they're all fair (between GDI and Nod, i mean) except for mesa. I don't think it's a coincidence that Mesa is also the only map with a bug affecting gameplay that can be fixed - i.e. the deadzones. I also don't think it's a coincidence that the map is greatly improved when the deadzones are fixed... we're finally seeing the map as it was designed, just like other maps are when the pointsfix is implemented and when harv blocking is disallowed.
