Subject: Re: Mesa deadzone fix
Posted by Dover on Sat, 21 Nov 2009 09:06:10 GMT
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Spoony wrote on Fri, 20 November 2009 17:27This arguably belongs in the tactics section, but I think people ought to know about it.

For a long time now I have been arguing for the Mesa "deadzones" to be fixed; I have long theorised that it would make the map fairer.

quick summary of what I mean by deadzones. currently on mesa:
- tanks on the bridge have a tough time hitting buildings, they only do partial damage to vehicles on ground level, and they don't splash infantry
- GDI tanks on the side path can't hit the airstrip ramp, and have the same partial-damage problem against Nod tanks behind the wall
- grenadiers and rocket soldiers can't properly hit the airstrip ramp from the infantry-only area.

it is proposed to fix this in the scripts 4.0 / TT patch. but for some time I have asked for someone to make a quick fix for me so I can begin balance testing it. danpaul88 has done so and I'm very grateful to him.
   http://www.renegadeforums.com/index.php?t=msg&th=35205&start=0&rid=2 0608

so far I'm very impressed with the results... it adds a whole new depth to the map. controlling the bridge is just as important as controlling the cave now; they affect each other and they're both crucial. a med or two on the bridge can really make things difficult for teched arties on the cave; it does full damage to the arties and is very tricky to hit back. it can also pose a deadly threat to the techs.
currently, all nod really has to do is swarm the cave with teched arties, and have maybe one person watching the side path... now they actually have to be a little more creative than that.

it also gives GDI a lot more options - grenading the strip is now a decent way for someone to get money for a fast med/MRLS. meds on the side path near the nod refinery now have their full power. and speaking of MRLS, a fast MRLS on the bridge is a valid strategy now, it can pummel the Hand early on.

right now it's not really suited for public servers because all players have to download the map, but it's well worth trying. I have it running in the clanwars league, and i'm also hoping to use it in community matches.

cheers
Spoony
- Clanwars.cc Admin and TT Balance Consultant

In StarCraft, when map flaws are found and corrected, the map is re-released under an updated version. For example, the popular map Python is currently in it's 1.3 version. Can we expect to see the same for Mesa and/or Hourglass, or will there be some kind of attempt to update the core map without replacing it? I'd love to see a C&C Mesa 1.1 (When the TT autodownloader is available and this becomes practical, of course).