
Subject: Very Good Thread about Ren Lag
Posted by [=HT=T-Bird](#) on Sat, 14 Jan 2006 17:33:18 GMT
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<http://www.hazteam.net/forums/index.php?showtopic=5946>

^^ Linky...original by =HT=NetAlex...plz read!

Subject: Re: Very Good Thread about Ren Lag
Posted by [warranto](#) on Sat, 14 Jan 2006 17:57:35 GMT
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Interesting read.

Still doesn't explain why I can never seem to damage most buildings while firing from on top of the Hourglass hill with Nod's mobile artillery unit, though.

(Yes, I know I'm in range, and that the shells are impacting the building)

Subject: Re: Very Good Thread about Ren Lag
Posted by [Scythar](#) on Sat, 14 Jan 2006 18:06:42 GMT
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Pff, needs an extra trick to do it

Subject: Re: Very Good Thread about Ren Lag
Posted by [Dan](#) on Sat, 14 Jan 2006 18:30:30 GMT
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Hacks

Subject: Re: Very Good Thread about Ren Lag
Posted by [Renx](#) on Sat, 14 Jan 2006 18:33:12 GMT
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warranto wrote on Sat, 14 January 2006 13:57Interesting read.

Still doesn't explain why I can never seem to damage most buildings while firing from on top of the Hourglass hill with Nod's mobile artillery unit, though.

(Yes, I know I'm in range, and that the shells are impacting the building)

That's hard to explain and I'm not really even sure if I really know why.

Take shooting the power plant from the hill with an artillery for example. You can shoot that all day, it will directly hit so far as you can see, but do no damage. For some reason the server doesn't think you're hitting it, it thinks you're hitting about 30ft above where you're aiming. Watch someone else shooting towards the powerplant from the hill sometimes, I always use to think "wtf are they shooting above the PP?"

I don't really know why it would do this, any explanation I come up with doesn't seem to want to apply to the MRLS either.

Subject: Re: Very Good Thread about Ren Lag
Posted by [Dethdeath](#) on Sat, 14 Jan 2006 19:39:33 GMT
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Damaging the power plant or weapons factory while firing from the top of the hill on Hourglass isn't all that hard if you know how to do it.

This will usually not work:
<http://www.project-1337.com/uploads/ScreenShot36.jpg>

However, this will:
<http://www.project-1337.com/uploads/ScreenShot37.jpg>
<http://www.project-1337.com/uploads/ScreenShot38.jpg>

Subject: Re: Very Good Thread about Ren Lag
Posted by [JPNOD](#) on Sat, 14 Jan 2006 20:12:33 GMT
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Till people start getting havoc's at back of there base, which can be taken care off quite easy to, just move around a bit and practice at aiming at the lower wall. Most of the time it will be a hs.

Subject: Re: Very Good Thread about Ren Lag
Posted by [Crimson](#) on Sat, 14 Jan 2006 20:37:09 GMT
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It's an interesting theory, I guess.

Subject: Re: Very Good Thread about Ren Lag
Posted by [PackHunter](#) on Tue, 17 Jan 2006 20:58:54 GMT
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not difficult... point all the way down, beneath pp. The barrel can only point downwards that much and will get stuck right on the pp. Then fire!!! The bug is that if you don't point at the pp directly but still hit it, it will get damaged. Works the same with the weapons factory. Hill camping gets you kicked though.

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.
