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Subject: Mesa deadzone fix

Posted by [Spoony](#) on Fri, 02 Oct 2009 04:53:14 GMT

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can someone knock up a quick fix for this so we can start balance testing it right away?

i think it will give GDI the edge, but it needs testing... may as well do it while we're waiting for the rest of the features to be finished.

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Subject: Re: Mesa deadzone fix

Posted by [Goztow](#) on Fri, 02 Oct 2009 06:49:14 GMT

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I concur. This could actually help balance, IMO.

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Subject: Re: Mesa deadzone fix

Posted by [Jamie or NuneGa](#) on Fri, 02 Oct 2009 17:37:55 GMT

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mesa is already a gdi map anyway most of the time.

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Subject: Re: Mesa deadzone fix

Posted by [Nightma12](#) on Fri, 02 Oct 2009 19:14:29 GMT

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deadzone?

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Subject: Re: Mesa deadzone fix

Posted by [Spoony](#) on Fri, 02 Oct 2009 19:25:45 GMT

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there are three deadzones.

1. the bridge.

tanks on the bridge can't properly attack ground targets.

- they can't properly hit buildings
- they only do half damage to tanks
- they don't do splash damage to infantry

2. side path near the airstrip pad.

- tanks can't hit the airstrip ramp
- tanks only do half damage to any nod vehicle behind the wall
- if you shoot the turret, there's a weird situation whereby you do half damage to the turret and full

damage to the refinery (!?)

3. infantry area between the two refineries

- grenadiers and rocket launchers can't properly hit the airstrip ramp.

this also happens on the hourglass hill, which should probably be fixed too (for example, if an arty falls back down the hill past a certain point, a med tank on the hill only does half damage attacking it, which basically means the arty can be kept alive by the driver's tech on his own, which would not normally be the case)

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Subject: Re: Mesa deadzone fix

Posted by [Dover](#) on Fri, 02 Oct 2009 20:32:29 GMT

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I'd support this if we also changed the AGT being able to attack inside the mesa, and the ob not being able to do the same.

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Subject: Re: Mesa deadzone fix

Posted by [ErroR](#) on Fri, 02 Oct 2009 20:35:18 GMT

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what about the nod harv it comes a lot later than the gdi one

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Subject: Re: Mesa deadzone fix

Posted by [Dover](#) on Fri, 02 Oct 2009 21:44:59 GMT

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A possible solution would involve completely re-arranging the Nod base, so the airstrip is closer to the mesa (Maybe to the current power plant location?) so the harv comes at a time closer to GDI's, and moving the obelisk more toward the back of the base to both improve the angle of attack into the mesa and help with snipers off the the right that are currently out of the obelisk's influence (Unlike the AGT).

Of course, that's beyond TT's scope.

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Subject: Re: Mesa deadzone fix

Posted by [ErroR](#) on Fri, 02 Oct 2009 22:21:02 GMT

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that will dramatically change the map as we know it tho

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Subject: Re: Mesa deadzone fix  
Posted by [liquidv2](#) on Fri, 02 Oct 2009 22:48:12 GMT  
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Nune wrote on Fri, 02 October 2009 12:37 mesa is already a gdi map anyway most of the time.  
gud 1 nunega

wait are you serious?

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Subject: Re: Mesa deadzone fix  
Posted by [liquidv2](#) on Fri, 02 Oct 2009 22:53:17 GMT  
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Dover wrote on Fri, 02 October 2009 15:32 I'd support this if we also changed the AGT being able to attack inside the mesa, and the ob not being able to do the same.  
that has little to no effect on the outcome of the game, and gdi seriously needs help on the map

it's easy to say "Mesa is unfair because the GDI defenses can fire into the tunnel when the Nod ones cannot", but in reality it doesn't matter much if at all

you have to actually play renegade to understand

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Subject: Re: Mesa deadzone fix  
Posted by [BLÄ»Îµl4Î²ÄªL](#) on Sat, 03 Oct 2009 01:02:37 GMT  
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Nune wrote on Fri, 02 October 2009 13:37 mesa is already a gdi map anyway most of the time.

LOL i used to !gameover NOW as GDI, i loved playing as NOD - fucking arty pressure is bs

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Subject: Re: Mesa deadzone fix  
Posted by [Dover](#) on Sat, 03 Oct 2009 01:32:08 GMT  
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liquidv2 wrote on Fri, 02 October 2009 15:53 Dover wrote on Fri, 02 October 2009 15:32 I'd support this if we also changed the AGT being able to attack inside the mesa, and the ob not being able to do the same.

that has little to no effect on the outcome of the game, and gdi seriously needs help on the map

it's easy to say "Mesa is unfair because the GDI defenses can fire into the tunnel when the Nod ones cannot", but in reality it doesn't matter much if at all

you have to actually play renegade to understand

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GDI? Needs help on Mesa?  
I lol'd.

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Subject: Re: Mesa deadzone fix  
Posted by [liquidv2](#) on Sat, 03 Oct 2009 01:42:14 GMT  
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dig me up some stats on which team wins more on mesa with the pointmod in place  
ask crimson what the stats are for n00bstories (which uses the pointmod) for mesa  
go ahead

you can lol all over yourself if you figure it out

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Subject: Re: Mesa deadzone fix  
Posted by [liquidv2](#) on Sat, 03 Oct 2009 02:03:11 GMT  
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you really really like to talk about things but that doesn't mean you actually know what you're  
talking about

i just lol'd so hard i had to change my pants

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Subject: Re: Mesa deadzone fix  
Posted by [Spoony](#) on Sat, 03 Oct 2009 02:08:03 GMT  
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AGT shooting the nod harvester really doesn't make much difference. it's only the machinegun  
and it's only for a couple of seconds each way.

in fact the harv fight is actually more even on mesa than it is on other harv-maps. (field, cityfly,  
wallsfly, under, and canyon) - because there's less space to use GDI shooters. and GDI needs the  
early-game advantage cos meds are more expensive.

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Subject: Re: Mesa deadzone fix  
Posted by [Homey](#) on Sat, 03 Oct 2009 02:11:56 GMT  
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Nod wins on J1 with a 1.4 to 1 ratio. So yes, it's a Nod map. Pointsfix has little effect on the  
outcome on this map. Likely because it's a map with a lot of building whoring and killing which  
works out the same with either pf/pb. A GDI advantage could be useful, at least on the airstrip  
side. The cave is alright, but with an arty you can aim down (like you do on hourglass) and hit the  
wf and splash right into GDI's base. Works with meds too, but not to the same extent. I think it

should be fixed so you can splash down.

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Subject: Re: Mesa deadzone fix  
Posted by [EvilWhiteDragon](#) on Sat, 03 Oct 2009 07:57:45 GMT  
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liquidv2 wrote on Sat, 03 October 2009 03:42dig me up some stats on which team wins more on mesa with the pointmod in place  
ask crimson what the stats are for n00bstories (which uses the pointmod) for mesa  
go ahead

you can lol all over yourself if you figure it out  
Wait till Seye sees your post. You can LOL all you want, the both of you. Renegade is one of the most balanced games ever. StealthEye and I once investegated the win/loss ratio for both teams on each map. End of the matter is that it is about 50-50. With pointfix it seems to be even closer to 50-50, but only marginally. Marginally because there wasn't much room for improvement anyway (1 or 2% perhaps)

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Subject: Re: Mesa deadzone fix  
Posted by [ErroR](#) on Sat, 03 Oct 2009 10:42:21 GMT  
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Nod arty whores tuns, while a gdi hottie can run around and c4 the arties from the back WITHOUT them noticing, most of the time.  
GDI can snipe from the side of the Nod bunker.  
GDI can harv walk with a humvee, or without anything at all.  
Nod can EASILY use a stank to get behind bar or wf while the agt shoots the Nod harv in the tun, then get behind wf, after it shoots the harv for the second time. C4 ref and shoot pp.  
You can run with a nod LCG Bh to the bunker then the ref.

One thing i disagree with is the agt shooting the tower were weapons spawn.  
But the rest it looks like quite balanced, also one of the most fun maps for me, with many people playing.

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Subject: Re: Mesa deadzone fix  
Posted by [Jamie or NuneGa](#) on Sat, 03 Oct 2009 12:08:16 GMT  
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13:37mesa is already a gdi map anyway most of the time.

LOL i used to !gameover NOW as GDI, i loved playing as NOD - fucking arty pressure is bs  
mesa is freaking boring as gdi but two teams of decent players gdi can usually do just as well as

nod if they can get control of the cave.

p.s @ spoony you can splash infantry if you shoot about 30 meters away from em. But its just luck if you do.

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Subject: Re: Mesa deadzone fix  
Posted by [Herr Surth](#) on Sun, 04 Oct 2009 15:05:37 GMT  
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I would like to see this fixed, although it would probably indefinitely favour GDI. but we'd have to see.

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Subject: Re: Mesa deadzone fix  
Posted by [appshot](#) on Sun, 04 Oct 2009 16:12:37 GMT  
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Yes, this fix would be a great addition.

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Subject: Re: Mesa deadzone fix  
Posted by [liquidv2](#) on Sun, 04 Oct 2009 17:57:46 GMT  
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EvilWhiteDragon wrote on Sat, 03 October 2009 02:57 Wait till Seye sees your post. You can LOL all you want, the both of you. Renegade is one of the most balanced games ever. StealthEye and I once investigated the win/loss ratio for both teams on each map. End of the matter is that it is about 50-50. With pointfix it seems to be even closer to 50-50, but only marginally. Marginally because there wasn't much room for improvement anyway (1 or 2% perhaps) where did you investigate? in renegade overall, like all of the servers combined? you're saying that every single map is almost perfectly 50-50? i really do have a hard time believing that, for a few reasons

you're welcome to change my mind with an explanation

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Subject: Re: Mesa deadzone fix  
Posted by [EvilWhiteDragon](#) on Sun, 04 Oct 2009 17:59:34 GMT  
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liquidv2 wrote on Sun, 04 October 2009 19:57 EvilWhiteDragon wrote on Sat, 03 October 2009 02:57 Wait till Seye sees your post. You can LOL all you want, the both of you. Renegade is one of the most balanced games ever. StealthEye and I once investigated the win/loss ratio for both teams on each map. End of the matter is that it is about 50-50. With pointfix it seems to be even closer to 50-50, but only marginally. Marginally because there wasn't much room for improvement

anyway (1 or 2% perhaps)

where did you investigate? in renegade overall, like all of the servers combined? you're saying that every single map is almost perfectly 50-50? i really do have a hard time believing that, for a few reasons

you're welcome to change my mind with an explanation

We used the information provided by Crimson. The information we used was directly from the BHS xwis ladder.

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Subject: Re: Mesa deadzone fix  
Posted by [liquidv2](#) on Sun, 04 Oct 2009 18:04:05 GMT  
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cool, can i see it!

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Subject: Re: Mesa deadzone fix  
Posted by [Dover](#) on Sun, 04 Oct 2009 20:49:00 GMT  
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Spoony wrote on Fri, 02 October 2009 19:08AGT shooting the nod harvester really doesn't make much difference. it's only the machinegun and it's only for a couple of seconds each way.

It's less about it damaging the harv and more about it providing cover to GDI inside the mesa. If it doesn't make much difference, then there should be no problem fixing it.

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Subject: Re: Mesa deadzone fix  
Posted by [Spoony](#) on Sun, 04 Oct 2009 23:25:45 GMT  
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I wasn't aware that's what you meant.

It shooting Nod infantry is, I think, a good thing. See my earlier post about harv fights. On maps where the harv fight is a viable part of the early game (city, walls, field, under, mesa, canyon, and possibly hourglass) GDI has the advantage in said harv fight - better base infantry, and often a better deal in terms of position and timing. this is fair because GDI NEEDS the early-game advantage, cos meds are more expensive than lights and art.

if anything, gdi needs the advantage on mesa more than the other maps, because on the other maps nod really needs more than just arties. on mesa, arties and techs is all nod really needs. so gdi needs an advantage in the cave. grenadiers are a waste of time, better with an engi. gdi soldiers are ok but less good than they are on other maps because there's less space. the AGT balances things up, i feel.

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Subject: Re: Mesa deadzone fix  
Posted by [liquidv2](#) on Sun, 04 Oct 2009 23:30:41 GMT  
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say No to Deadzones

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Subject: Re: Mesa deadzone fix  
Posted by [Homey](#) on Mon, 05 Oct 2009 01:09:54 GMT  
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liquidv2 wrote on Sun, 04 October 2009 19:30say No to Deadzones  
Vote no on poll 319

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