Subject: Beacon Damage Radius
Posted by liquidv2 on Thu, 06 Sep 2012 14:38:16 GMT
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can the beacon damage radius please be put back to where it was? it has the potential to create serious tactical issues now

Iran pointed out that two well-placed beacons in the tunnels on Field can kill the enemy ref

on the map Complex people started tunnel ioning the airstrip from a place that never used to work - the possibilities of beacons from illegitimate places is seriously increased because of this, and i'm not sure whether or not it was TT's intention to do so

by illegitimate, i mean through walls, behind cover, and from places that the enemy team has a much harder time defending (and should not really have to defend)

Subject: Re: Beacon Damage Radius
Posted by Major-Payne on Thu, 06 Sep 2012 14:42:26 GMT
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You can damage most buildings on the edges of bases or near tunnels for about 2 bars with beacons now

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Subject: Re: Beacon Damage Radius
Posted by UksRene on Thu, 06 Sep 2012 14:42:41 GMT
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Yes, It's spoiling the gameplay and don't even need teamwork to do stuff like this.

Subject: Re: Beacon Damage Radius
Posted by liquidv2 on Thu, 06 Sep 2012 14:45:07 GMT
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getting people together to group beacon somewhere requires coordination; it's definitely teamwork, but is it the kind of gameplay you want to endorse or support?

Subject: Re: Beacon Damage Radius
Posted by StealthEye on Thu, 06 Sep 2012 15:51:39 GMT
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I do not think that this was intentional. Is this new in RC1? Could someone give a good location to test with? I will not be able to look at it before the weekend personally.

Edit: Whitedragon already provided such location.

Subject: Re: Beacon Damage Radius
Posted by raven on Thu, 06 Sep 2012 16:08:58 GMT
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Yes, revision 5032.

One of my mods has gone through and taken a bunch of screenshots of locations if you want to see them for reference

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Subject: Re: Beacon Damage Radius
Posted by StealthEye on Thu, 06 Sep 2012 16:11:14 GMT
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The one we have should probably be enough. If not we will let you know.

Subject: Re: Beacon Damage Radius
Posted by iRANian on Thu, 06 Sep 2012 16:15:08 GMT
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It also happened with beta 5, probably before too.

Not sure what's causing this issue, but as a temporarily fix the damage radius of the explosions on the Nuke and Ion could be lowered.

Subject: Re: Beacon Damage Radius
Posted by iRANian on Thu, 06 Sep 2012 16:18:13 GMT
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It bothers me lol because I can't pointwhore the Refinery on Field after WF dies without someone else also putting a nuke around the same time and destroying the structure.

Subject: Re: Beacon Damage Radius
Posted by UksRene on Thu, 06 Sep 2012 17:03:34 GMT
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I play Ren to kill buildings mostly and this wouldn't even give me a challenge, 1 hotwire and 1 havoc to follow me to help.

I just pm him /Name Lay now then I lay mine after with 3 c4's and 2 remotes with prox mines behind a wall... Not a chance for them to disarm. So therefore no challenge.

Subject: Re: Beacon Damage Radius
Posted by StealthEye on Sun, 09 Sep 2012 13:09:15 GMT
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We fixed it (actually, SH did).

There were several issues: stock was overapproximating the distance, leading to the "beacon on airstrip does not kill the building" bug, and TT's version was underapproximating the distance by using bounding boxes unintentionally. A correct distance calculation gives results somewhere in between the TT and stock versions. To keep stock behavior as much as possible, we chose to revert to the stock algorithm (and not fix the issue properly), but if the beacon is placed on the building (i.e. touches it), the building is always killed.

I made some nice screenshots that show the issue. The red markers show places where a beacon would kill a building, the green markers show where it'd damage it. The different files show different algorithms:
correct - exact "triangle to point" distance calculation
stock - broken "centroid of triangle to point" distance calculation
tt-rc1 - broken "mesh bounding box to point" distance calculation as in RC1 and some previous versions
tt-final - stock "centroid of triangle to point" distance calculation unless placed on building, as will be used in the next release

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Subject: Re: Beacon Damage Radius
Posted by raven on Sun, 09 Sep 2012 13:39:32 GMT
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Excellent, thank you for the prompt response on this

Subject: Re: Beacon Damage Radius
Posted by Jerad2142 on Mon, 10 Sep 2012 12:47:09 GMT
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Does this apply to all explosions or just the beacon? I ask because it would be nice to see vehicles taking damage if the explosion took place near the bounding box, not just near the origin.

Subject: Re: Beacon Damage Radius
Posted by StealthEye on Mon, 10 Sep 2012 18:43:16 GMT

Beacons vs buildings only.

Subject: Re: Beacon Damage Radius
Posted by BAGUETTE on Tue, 11 Sep 2012 20:01:51 GMT

Some huge noob calling pollixrox or something just did 2 beacons on GDI ref on glacier and killed it, it was near the green tiberium field, wasn't even a ledge beacon

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Subject: Re: Beacon Damage Radius
Posted by liquidv2 on Tue, 11 Sep 2012 20:26:54 GMT

a guy on teamspeak said "Hey I was in that game; I couldn't find those"

Subject: Re: Beacon Damage Radius
Posted by ehhh on Tue, 11 Sep 2012 22:52:10 GMT

yeah think it was mudkips or someone that did 2 nukes on the bridge and killed barr on glacier

thought that wouldnt do damage at all

o well

Subject: Re: Beacon Damage Radius
Posted by Major-Payne on Tue, 11 Sep 2012 23:28:39 GMT

nay