
Subject: Proxy Mines Disintegrate

Posted by [Anonymous](#) on Mon, 25 Mar 2002 10:49:00 GMT

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quote:Originally posted by Vegas_Joe:Thank you guys for the follow ups, I'm sure there are 1000s with same problem. I was thinking, there is a limit on vehicles allowed, so maybe in a future patch,(once they get the game working properly) they could limit the number of say hotwire techs(allow many regular repair guys though) as the hotwire type tech is equally as important as a veichle. Then under average conditions a team could play logically, it's like having your tank dissapear while your driving it, when someone else builds eg: tank #10. Or same with ammo etc.Yes there would always be the odd idiot who would waste his mines in a inapropriate location, but at least you would be able to place and monitor the mines YOU lay. (patrolling and protecting the base)Better yet Vegas! All that they need to do is add a double digit mine counter in the top left corner of the screen. When the mine count is reached a warning takes the place of the digits...something like "Mine limit reached, placing a mine threatens your base defence." or something to that effect. It sould be relatively simple to code and personally it doesn't need any graphics, if it used the regular red and yellow font I would be satisfied.
