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Subject: FieldTS - a big mistake...

Posted by [knight1b](#) on Thu, 16 Dec 2004 23:19:01 GMT

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I have played some sucky games on feildts and found 2 things that can mess up elevators (the reason the games played where sucky).

First mines placed in or at the border of the elevators can cuase them to malfunction. Answer to this forbid placeing mines in them.

And 2 (still trying to think of a fix and maybe you could help me here so i can sugest it to the server owner) the wepon spawns in the server side mod are buging them when a player dies in or near one.

Beyond this there is a fairly simple way to handle people geting into the tunnles mines and defending your base. For gdi as an example its near imposible for someone to get into the base with out geting fired at even if it missed there is your clue hey someone is in the base.

Another option is placeing mines at the bottom combined with knowing when to defend your base these can be very efective.

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