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Subject: Re: SBH

Posted by [Veyrdite](#) on Mon, 02 Feb 2009 09:15:49 GMT

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The reason SBHs light up after jumping is because whenever any warhead causes them damage (such as earth, from falling) they light-up. In the case of jumping, you receive 0 earth warhead damage. Even though you are unhurt - you still light-up/flicker because you have been "attacked".

Why do some players walk? They move at the same speed while crouching, make approximately the same amount of noise and are a smaller target.

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