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Subject: Re: SBH

Posted by [Mighty BOB!](#) on Mon, 02 Feb 2009 22:01:04 GMT

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After over 700 hours of playing Renegade I have absolutely never seen an SBH light up when just jumping up and down, or falling without taking damage. I have only seen them light up when 1) they take damage/heals from any weapon, 2) run on Tiberium, or 3) fall far enough to cause health damage.

Yes you can see them kick up snow/water when they're stupid enough to jump while on those surfaces, but I have never once seen them light up just from jumping up and down or falling without taking damage.

This is with original Renegade (as in not TFD), 1.037, Core Patch 2, and RenGuard. I haven't played in about 1 year though so is this with a new TT community patch that has changed this?

Oh and I should add 4) Splash damage or splash from friendlies. Sucks to be the SBH that gets revealed by a teammate Artillery while trying to sneak into a GDI base being sieged.

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