
Subject: Re: Mines

Posted by [Scrin](#) on Wed, 15 Apr 2009 16:54:05 GMT

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Slave wrote on Mon, 13 April 2009 17:18 Every now and then, Renegade feels like crashing.

You come back ingame, and realise all the mines you placed are gone.

You spend the next 5 minutes raging, and another 5 minutes remining. That is, if the enemy hasn't destroyed your base while you were gone.

Can mines be made more persistent? And survive when a player disconnect?
same happens if you like: go to LAN game, be nod and place nuke beacon, them switch the team and... the beacon got deesapeared
