Subject: Re: Tunnel Beacons
Posted by Jerad2142 on Fri, 11 Feb 2011 16:52:20 GMT

EvilWhiteDragon wrote on Sun, 23 January 2011 02:33Jerad Gray wrote on Sat, 22 January 2011 22:00EvilWhiteDragon wrote on Wed, 19 January 2011 02:28halo2pac wrote on Wed, 19 January 2011 00:28If Westwood Studios thought tunnel beacons were a glitch they would have patched it. Since all developers extensively test their products. Hence again... Strategy.
Blue hell is a strategy now?
I blue hell myself whenever someone is about to kill my tank.
You do know that on the server, the tank is still there eh?
That is not always the case, beings if a player gets blue hell'd on the RP2 server and they press the key that forces you out of a vehicle the server sends a message saying, "PlayerName was killed by jumping out of a vehicle at (Random huge number here) miles per hour."

Not saying this always happens, but some blue hells are indeed server side, beings the server is the only one calculating the speeds of vehicles in RP2, thus the blue hell has to be its end otherwise the player would simply get out of the vehicle server side and live.