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Subject: Re: TT people

Posted by [Speedy059](#) on Thu, 06 Sep 2012 08:24:08 GMT

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VuLTiMa wrote on Wed, 05 September 2012 16:11 Yea but if this was slightly more realistic, mines would only go off if something was above them, I doubt people build upsidedown mines

I may be wrong, but the word "proximity" means 'near' or some kind of small perimeter around. So it only makes sense that the Proximity Mines in Renegade blow up when you get 'near' them, regardless if they are above/below/sideways of you.

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