
Subject: no more counting mines

Posted by [R315r4z0r](#) on Sun, 08 Jan 2006 07:48:36 GMT

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I figured out a way to make counting mines much easier when mineing. Just takes a bit more time.

All you have to do is lay mines in the open in one big plot until you reach the limit. Make sure its in a place thats seeable from every building. Next begin your mining in the buildings. Every so often check up on your mine plot. When the last one dissapears, then your at the mine limit.

but it may be a little bit unacurate, because of people laying remote c4, timed c4, and n00bs laying extra proxy c4...

Subject: Re: no more counting mines

Posted by [Dethdeath](#) on Sun, 08 Jan 2006 09:48:08 GMT

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Timed c4 doesn't count towards the minelimit. Servers that run brenbot 1.41 even have a command to check the minelimit for the map you're currently on, default is 30. Counting mines really isn't that hard if you lay down 4 or 5 mines a door...

Subject: Re: no more counting mines

Posted by [light](#) on Sun, 08 Jan 2006 09:56:07 GMT

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Plus in the time it takes you to lay 30 mines you could have mined half your base.

Subject: Re: no more counting mines

Posted by [Spoony_old](#) on Sun, 08 Jan 2006 19:57:42 GMT

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all you would need to do is lay one mine in the open...

Subject: Re: no more counting mines

Posted by [Dave Mason](#) on Sun, 08 Jan 2006 20:47:08 GMT

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Spoony wrote on Sun, 08 January 2006 19:57all you would need to do is lay one mine in the open...

Pwnd!

Subject: Re: no more counting mines
Posted by [karmai](#) on Mon, 09 Jan 2006 00:37:13 GMT
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yeah but laying 30 makes me feel special)

Subject: Re: no more counting mines
Posted by [runewood](#) on Mon, 09 Jan 2006 19:41:09 GMT
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Spoony wrote on Sun, 08 January 2006 13:57all you would need to do is lay one mine in the open...

Yay, a thinker.
