
Subject: Invisible Beacon :)

Posted by [-MP-Allzo](#) on Wed, 10 May 2006 19:04:06 GMT

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Well as you may know, If Remote c4 has been lying a while, It sometimes disappears.

Now on maps that have ladders that allow you to get onto the top of building, Place your becon ontop (Eg. Ref on Field).

Now place 1 peice of remote c4 on the side of the becon which is facing the ladder.

If you have did this properly, The becon will have become invisible because of the c4.

I think this is pretty neat

-Allzo

Subject: Re: Invisible Beacon :)

Posted by [Goztow](#) on Wed, 10 May 2006 22:27:11 GMT

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!kb allzo bug abuse k_Tx

Subject: Re: Invisible Beacon :)

Posted by [SoQBullet](#) on Fri, 12 May 2006 10:30:26 GMT

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Goztow wrote on Wed, 10 May 2006 18:27!kb allzo bug abuse k_Tx

not kickin off but maybe he wont do it in ur server? nothin to do wit me i no, but just sayin

Subject: Re: Invisible Beacon :)

Posted by [SuperTech](#) on Sat, 13 May 2006 02:54:14 GMT

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A normal beacon goes off in 30 seconds...a remote C4 package is going to disappear within 30 seconds? I don't follow you.

Subject: Re: Invisible Beacon :)

Posted by [mision08](#) on Sat, 13 May 2006 03:25:50 GMT

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Beacon takes 45 seconds. Timed c4 takes 30.

P.S. Also, I think the disappearing part is the point of his tactic. When the c4 disappears, so will the beacon. I don't know if this is true or not, but it sounds tricky so I like it.

Subject: Re: Invisible Beacon :)

Posted by [Goztow](#) on Tue, 16 May 2006 06:52:56 GMT

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SoQBullet wrote on Fri, 12 May 2006 06:30Goztow wrote on Wed, 10 May 2006 18:27!kb allzo
bug abuse k_Tx

not kickin off but maybe he wont do it in ur server? nothin to do wit me i no, but just sayin
It was an image to show that I don't like bug abuse.
