**Subject: Proxy Mines Disintegrate**
Posted by Anonymous on Fri, 15 Mar 2002 05:49:00 GMT
View Forum Message <> Reply to Message

Yes, it is true, I play hotwire a lot and sure you may be able to lay a total of 30 mines, which is plenty, but I have watched my Proxy Mines Disintegrate, and have taken lots of screen shots of it, a pretty little blur ion like flame comes from the heavens and evaporates then. I thought at first a invisible guy was doing it, but no sir.They have a time limit on there life span, approx: 5 minutes. I guess its a good idea, but keeps a fellow busy placing like 6 mines at each building or @ other stratigic spots.Man you can really racks up the kills though.

**Subject: Proxy Mines Disintegrate**
Posted by Anonymous on Fri, 15 Mar 2002 06:01:00 GMT
View Forum Message <> Reply to Message

If you find a good team (rare), all working togeather taking orders. It is lots of fun guarding the base and doing repairs, I often buy a cheap buggy to make my way around the bigger bases, hopping out to refill and place mines, and patroling the base.Another little trick is after a techy manages to damage a building with c4, after he dies, he will come back espesially if you don't fully repair the building making it look like it was when he left, you place tons of mines in it and wait, I'll sit in my buggy and make him run the guntlet into a wounded building trap. But you do always have to be on your toes.

**Subject: Proxy Mines Disintegrate**
Posted by Anonymous on Fri, 15 Mar 2002 06:10:00 GMT
View Forum Message <> Reply to Message

Err, actually it is 30 mines per team so when you see them disappear it is because your team is over the limit.

**Subject: Proxy Mines Disintegrate**
Posted by Anonymous on Fri, 15 Mar 2002 06:20:00 GMT
View Forum Message <> Reply to Message

But it's like the older mines disapear and the newly layed mines stay, but time will tell, in many games it's like I,m the only person laying mines and I keep good track of them. But I'll triple check that out and if others on my team is placing 10 or 20 mines out side of the base which I find quite unlikely and all of the base defence mines are dieing, then our team must work on that.Just go into a 4 or 6 player game and see?

**Subject: Proxy Mines Disintegrate**
Posted by Anonymous on Fri, 15 Mar 2002 06:36:00 GMT

There is no time limit. If you drop proxy mines 1, 2, 3 - 30. on the 31st mine you lay down...mine 1 will disappear and the new mine you just placed becomes #30. Mine #2 becomes #1 and will disappear if another mine is placed. Ususally it's the guy that's going offensive with an engy that makes them disappear. He goes to fight with the enemy and he uses proxy mines and tossing it at enemy targets to blow them up. Drives me nuts when I am playing and trying to keep the mine level up at base.

---

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Fri, 15 Mar 2002 06:41:00 GMT

Hi!My name is fredrik and i live in sweden, i am going to buy this game about a week, do you like the game?Where are you from and how old are you, dont take it personally, just asking.

---

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Fri, 15 Mar 2002 08:27:00 GMT

It is even more annoying when you have laid mines in the tunnels and some moron is laying mines 10 feet from the front of the Obelisk!!Of course team work would of helped there..Instead there were all these guys going it alone with no team work at all..It is very frustrating!   [ March 15, 2002: Message edited by: Fire_Spy ]

---

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Fri, 15 Mar 2002 09:52:00 GMT

You can always test in in the multi-practice, no one else is laying mines in that at all.

---

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Sat, 16 Mar 2002 00:55:00 GMT

your team gets a total of 30 mines once #31 is placed, #1 disappearsi understand it being this way but i still think it is annoying when i have placed mines in all the right spots to keep enemy out of places like oblisk or power only to find out they are gone now because some moron is placing mines randomly in the middle ot the road. times like that i wish ff was on

---

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Sat, 16 Mar 2002 01:37:00 GMT
View Forum Message <> Reply to Message

Thank you guys for the follow ups, I'm sure there are 1000s with same problem. I was thinking, there is a limit on vehicles allowed, so maybe in a future patch,(once they get the game working properly) they could limit the number of say hotwire techs(allow many regular repair guys though) as the hotwire type tech is equally as important as a veichle. Then under average conditions a team could play logically, it's like having your tank dissapear while your driving it, when someone else builds eg: tank #10. Or same with ammo etc.Yes there would always be the odd idiot who would waste his mines in a inaproriate location, but at least you would be able to place and monitor the mines YOU lay. (patroling and protecting the base)

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Sat, 16 Mar 2002 01:57:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by fedd_killer:Hi!My name is fredrik and i live in sweden, i am going to buy this game about a week, do you like the game?Where are you from and how old are you, dont take it personally, just asking.Fredrik, I would say go buy it, it will be hours of fun for maybe the next year. Sorry about the short reply, but my original message got lost and I didn't copy it.Good luck man

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Sat, 16 Mar 2002 02:34:00 GMT
View Forum Message <> Reply to Message

Fredrick: Sorry guys for so many post, but I felt guilty for not responing fully to the swed man.I'm from Canada, and am old, but enjoy computers and games etc equally as much as spending time with women, these new games like renegade are getting to much fun to pass on, hell enjoy your life and buy the darn thing even with all it's bugs and lag, I still can't stop playing it. I bought the game , then took it back, then re bought the thing and am not sorry, yes there may be frustration at times but it seems to out weigh my love of the unique game( aircraft in a month)I'm not that good at the game, I blame it on lag and the no joystick gamepad support, but just built a joystick to work with wiring soldered to the guts of a old keyboard. Dang I really thought even 2 years ago that the games would be moving towards ultra high tech interfaces, man I hope they don't now remove joystick and steering wheel support for the racing games, I love my gas petals and steering wheels for Nascar etc,and my 32 button joystick for games like UT Q3 and HalfLife. I used to use my keyboard for games when I had my first computer a Radio Shack TRS-80. heck it had a full 32 kbs of ram and no floppy disks, everything was saved on a audio cassette tape.So I'm sick of how slow technology moves at times, such as Hi Fi stereo is like 60 years old and only in the last 5 years average  people started to get stereo televisions in there very own home's wow stereo. Many people for years thought because they had 2 speakers on their t.v. they had stereo, not so.Anyways hopefully in the next 20 years there will be some sort of contol unit for all the new games, and we will all look back and laugh at how we used to use a typewriter to drive veicles and shoot people with, it's so funny already. But in final ****ysis, the market is driven by consumer

demand, no demand, no progress.See you all in Renegade, GG.

---

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Sat, 16 Mar 2002 02:38:00 GMT
View Forum Message <> Reply to Message

ops, I see I accidentally had a bad word in the last sentence, if your good at word puzzle games, you figure it out. See ya

---

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Mon, 25 Mar 2002 10:49:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Vegas_Joe:Thank you guys for the follow ups, I'm sure there are 1000s with same problem. I was thinking, there is a limit on vehicles allowed, so maybe in a future patch,(once they get the game working properly) they could limit the number of say hotwire techs(allow many regular repair guys though) as the hotwire type tech is equally as important as a veichle. Then under average conditions a team could play logically, it's like having your tank dissapear while your driving it, when someone else builds eg: tank #10. Or same with ammo etc.Yes there would always be the odd idiot who would waste his mines in a inaproriate location, but at least you would be able to place and monitor the mines YOU lay. (patroling and protecting the base)Better yet Vegas! All that they need to do is add a double digit mine counter in the top left corner of the screen. When the mine count is reached a warning takes the place of the digits...something like "Mine limit reached, placing a mine threatens your base defence." or something to that effect. It sould be relatively simple to code and personally it doesn't need any graphics, if it used the regular red and yellow font I would be satisfied.

---

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Mon, 25 Mar 2002 11:02:00 GMT
View Forum Message <> Reply to Message

Good game, well worth the money, I live in the US.As for mines, also remember Remote C4 counts in the total of 30 mines you can have.So as Hotwires/Techs are placing Remote C4 on MCTs, they are eating up space for your mines which are around your base.Also keep in mind that a lot of times when Hotwires/Techs are being chased, they will randomly throw mines in the hopes to escape or take out an enemy unit (just die, you are wasting mines and giving the enemy 30 free points for disarming the mines they didn't hit).

---

Subject: Proxy Mines Disintegrate
Posted by Anonymous on Mon, 25 Mar 2002 11:53:00 GMT
View Forum Message <> Reply to Message

I think somethings up. I was playing a game, and our team had a bunch of mines in the walls enterence (not the underground one), and then suddenly, like all 30 mines disappeared with that blue fire like effect.Explain that.

---

## Subject: Proxy Mines Disintegrate
Posted by Anonymous on Mon, 25 Mar 2002 23:56:00 GMT
View Forum Message <> Reply to Message

Hey, that counter idea is great, I mean they warn you when a building is under fire etc, just a simple warning " mine limit reached, but counter would give you a acurate way of keeping track, as you all know mine laying is a important part of defences espesially some maps.

---

## Subject: Proxy Mines Disintegrate
Posted by Anonymous on Tue, 26 Mar 2002 15:26:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by SystemX:Better yet Vegas! All that they need to do is add a double digit mine counter in the top left corner of the screen. When the mine count is reached a warning takes the place of the digits...something like "Mine limit reached, placing a mine threatens your base defence." or something to that effect. It sould be relatively simple to code and personally it doesn't need any graphics, if it used the regular red and yellow font I would be satisfied.I think this is an excellent solution to the problem - much better than limiting the number of hotwires which I would be opposed to. Hope Westwood sees this suggestion!

---

## Subject: Proxy Mines Disintegrate
Posted by Anonymous on Tue, 26 Mar 2002 15:36:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by SystemX:Better yet Vegas! All that they need to do is add a double digit mine counter in the top left corner of the screen.Yeah I think that's a great idea too. WW can you add that in the next patch?

---