
Subject: Every person in a game need to be a Eng at sometime to balan
Posted by [Anonymous](#) on Sat, 30 Mar 2002 09:15:00 GMT

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Last night I was in a game and basically every one is attacking or a temp Eng. I was so busy doing repair job at the end of the game I have over 12K of credit. Some one asked me to buy a flame tank for him and he had the GDI hijacked it. People need to cycle through as a dedicated Eng for like every five minutes of the game or the majority of money is on one person and they cannot do anything else to help the team except buying tanks.

Subject: Every person in a game need to be a Eng at sometime to balan
Posted by [Anonymous](#) on Sat, 30 Mar 2002 11:26:00 GMT

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great suggestion. all too often the base is either undefended or everybody on the team is an engy and we have no killers. all the more reason, i think, for the tab button to tell you what all the players on your team are. that way you could see what you need to be next time you purchase a character...

Subject: Every person in a game need to be a Eng at sometime to balan
Posted by [Anonymous](#) on Sat, 30 Mar 2002 11:36:00 GMT

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Yeah....I always try to follow that rule. After I die from a rush or a suicide run, or a good tank battle, I always try to spawn back as base defense. That way, no one gets stuck doing it the whole time, if they don't want to. Dividing it up can make the game more enjoyable for everyone. Unless of course, your fortunate enough to have someone dedicated to D on your team, like Zukkov here.

Subject: Every person in a game need to be a Eng at sometime to balan
Posted by [Anonymous](#) on Sat, 30 Mar 2002 13:24:00 GMT

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The key to know that which unit other team member is using is the J key if you hold it you can see what other units is in the team and you can easily balance the team out. People do not seem to care about what others are doing until some building is blown up and start to blame each other for not defending the base. I have seen this sooo many times and I want to go out and kill some people on the other side. Most of the time when I am not in the base and I caught in intense fighting if someone sneaked into the base something will be blown up. It is sooo annoying. Cycle the team member as dedicated Eng is definily needed. Zukkov: did you buy the MB and the heatsink as a combo. make sure that you have the right heatsink for the MB or it will not fit or work not as well. Another thing to try is to push the heatsink right into the MB straight down without put one side in first.

Subject: Every person in a game need to be a Eng at sometime to balan

Posted by [Anonymous](#) on Sun, 31 Mar 2002 00:04:00 GMT

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awe particle dude, you make me blush! but i'm not always D, i like to go out and kill stuff too!
lolsay, here's puter building question for ya. i put in the mb and the cpu. now i'm trying to put on
the heatsink fan and it's not cooperating. i hooked up one side, but the other just won't go. i push
with all my might and it just won't get under that plastic tab on the side of the slot. any
suggestions??

Subject: Every person in a game need to be a Eng at sometime to balan

Posted by [Anonymous](#) on Sun, 31 Mar 2002 00:09:00 GMT

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Hit your computer with something... Usually works...

Subject: Every person in a game need to be a Eng at sometime to balan

Posted by [Anonymous](#) on Mon, 01 Apr 2002 03:26:00 GMT

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zukkov heres a tip dont press too hard or you will break the fan or the motherboard(even worse!)
just put it in slowly and wiggile/move it around you may have put it in the wrong way

Subject: Every person in a game need to be a Eng at sometime to balan

Posted by [Anonymous](#) on Mon, 01 Apr 2002 08:24:00 GMT

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put mines in the tunnels to hold them off for a while

Subject: Every person in a game need to be a Eng at sometime to balan

Posted by [Anonymous](#) on Mon, 01 Apr 2002 09:16:00 GMT

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The engineer is a great idea, but sadly almost no one wants to be an engy, they would rather
suicide into the enemy base, giving the other team points...

Subject: Every person in a game need to be a Eng at sometime to balan

Posted by [Anonymous](#) on Mon, 01 Apr 2002 09:45:00 GMT

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I'm always a dedicated engi unless I can capitalize on another situation. Even when I vehicle rush

with other guys I'm an engi! The reason being is if I get blown out of my tank and one of my buddies needs a little boost before I'm killed, I'm there. I usually rack up well over 2000 points in a 1 hour game being a hotwire/technician. If I was registered with Westwood Online, I'd probably be somewhere in the top 10,000.

Subject: Every person in a game need to be a Eng at sometime to balan
Posted by [Anonymous](#) on Mon, 01 Apr 2002 11:09:00 GMT

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Depends on CPU type... and fanAlways best to put on fan before ptting MB in case, and usually i put in RAM too.The fan if its to go on an Athlon has one way round only, theres a ridge. Be sure this is right.Some fan clips need a srcedriver to carefully push the clip down. This is a reason to do it outside the case where you have space and light.Have fun...

Subject: Every person in a game need to be a Eng at sometime to balan
Posted by [Anonymous](#) on Mon, 01 Apr 2002 11:27:00 GMT

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When bases are tower-defended, and when u have no cash for attacking (needless to say : a real attack need cash), the best and easiest way to gain some money is to repair some building... This is just a matter of common sens. When bases are tower-defended, we can divide a player cycle of life like this...1- Spend cash 2- Attack3- Death4- If the player has enough money => return to number "1"5- If the player hasn't enough money then defend and repair until he can return to number "1" And so on... When bases aren't tower-defended, this is another story...
