Subject: Beacons w/ aircraft
Posted by Anonymous on Wed, 03 Apr 2002 16:08:00 GMT
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I just thought of a possibly tactic in beacon placement involving aircraft. Lets say someone has a Ion beacon and grabs a ride in a chinook. When they arrive at the enemy base, the passenger could be dropped on the roof, and the chinook could then lower and hover on the buildings side. The passenger could then jump on the chinooks roof, and it could take him high in the air above the building. The passenger could plant the beacon on the chinooks roof, and then either die or fly away, leaving the beacon suspended in the air out of reach of all repair guns. The only thing the opposing team could do is fly an engineer up to the beacon on another airacrafts roof. Or maybe all soldiers would slip off the roof as soon as it moves up. Whichever comes first. This may sound hard, but it could be done if the enemy team is afb.

Subject: Beacons w/ aircraft
Posted by Anonymous on Wed, 03 Apr 2002 17:06:00 GMT
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but i think the nuke / ionstrike wouldnt do alot of damage in high altitudes (sp?) cause it explodes on the beacon, not on the surfacebut i dont think you can jump on a chinook... it would only be possible on a orca :/

Subject: Beacons w/ aircraft
Posted by Anonymous on Wed, 03 Apr 2002 17:07:00 GMT
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No. This wouldn't work because:1) I remember Westwood mentioning that they were coding the patch specifically so that you could NOT drop infantry on buildings. I think it's because it would mess with the online indoors/outdoors code and make things a bit more laggy.2) It's nearly impossible to jump on a vehicle. I've tried, and I always just float stationary above it until it moves and I drop to the ground, or until the invisible forcefield "pushes" me off. Has anyone actually succeeded in landing on and riding a vehcicle on the top?

Subject: Beacons w/ aircraft
Posted by Anonymous on Wed, 03 Apr 2002 17:25:00 GMT
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Has anyone actually succeeded in landing on and riding a vehcicle on the top?[/QB][/QUOTE]Havent been able to ride on it but I have landed on top of the Harvester in Under. It took a few tries {I'd read a hint in the forums} but I only managed it once and it was a kind of dumb way to plant C4. When it moved i slid right off the side of it. I dont think I was actually on it, rather over it with nowhere to drop till it left.

Subject: Beacons w/ aircraft
Posted by Anonymous on Wed, 03 Apr 2002 17:55:00 GMT
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you can get on buildings... you can ladn on buildings... thats why they now have ramps on the outside...

Subject: Beacons w/ aircraft
Posted by Anonymous on Wed, 03 Apr 2002 18:07:00 GMT
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one thing for sure, people are already figuring creative ways of planting beacons. good luck!

Subject: Beacons w/ aircraft
Posted by Anonymous on Wed, 03 Apr 2002 18:40:00 GMT
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on the mesa map, i was doing a flame rush and there was a sydney with ion cannon on top of the barracks! i dont know she got up there but it seems you can get on buildings somehow.

Subject: Beacons w/ aircraft
Posted by Anonymous on Wed, 03 Apr 2002 19:16:00 GMT
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I still don't think it would work, but for a different reason now.You can't put beacons on vehicles. Well, at least not empty ones. I tried to jump on top of an empty APC in a practice mode game, and when I set the beacon, it just froze in one place. I moved the APC, and the beacon stayed where it was...yes, it floated in the air. An eerie effect if any.So, my guess is that if you tried this with the plane, it would just freeze in one place. I haven't tried to place a beacon on a vehicle with people in it though, maybe things would happen diffrently...

Subject: Beacons w/ aircraft
Posted by Anonymous on Wed, 03 Apr 2002 19:45:00 GMT
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Aircraft float to the ground after being exited.