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Subject: Mines

Posted by [Slave](#) on Mon, 13 Apr 2009 22:18:23 GMT

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Every now and then, Renegade feels like crashing.

You come back ingame, and realise all the mines you placed are gone.

You spend the next 5 minutes raging, and another 5 minutes remining. That is, if the enemy hasn't destroyed your base while you were gone.

Can mines be made more persistent? And survive when a player disconnect?

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Subject: Re: Mines

Posted by [MGamer](#) on Tue, 14 Apr 2009 01:05:39 GMT

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Slave wrote on Mon, 13 April 2009 17:18Every now and then, Renegade feels like crashing.

You come back ingame, and realise all the mines you placed are gone.

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Can mines be made more persistent? And survive when a player disconnect?  
that could be easily exploited also its fine as it is

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Subject: Re: Mines

Posted by [CarrierII](#) on Tue, 14 Apr 2009 07:46:37 GMT

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That's because there was an old exploit where people would place beacons and leave, making them undisarmable but still "live", and therefore got building kills, and there was no defense.

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Subject: Re: Mines

Posted by [Goztow](#) on Tue, 14 Apr 2009 08:18:40 GMT

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It could be different with mines, though. Westwood choose for the easy solution, in my eyes. Mines from player x from team y could be assigned to player z from team y when player x left the game.

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Subject: Re: Mines

Posted by [RTsa](#) on Tue, 14 Apr 2009 10:12:35 GMT

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Goztow wrote on Tue, 14 April 2009 11:18It could be different with mines, though. Westwood choose for the easy solution, in my eyes. Mines from player x from team y could be assigned to player z from team y when player x left the game.

I approve of this method.

I don't know how many times one team has lost because the guy who mined disconnects.

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Subject: Re: Mines

Posted by [cmatt42](#) on Wed, 15 Apr 2009 16:09:01 GMT

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Or, you know, just fix the crashes.

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Subject: Re: Mines

Posted by [StealthEye](#) on Wed, 15 Apr 2009 16:50:58 GMT

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We would like to, but we can't fix everyone's internet connection. We do try to fix as most crashes as possible.

I'll have a look, preventing the C4/beacon from getting disarmed automatically is probably easy, not sure how hard it is to fix that old exploit CarrierII mentioned.

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Subject: Re: Mines

Posted by [Scrin](#) on Wed, 15 Apr 2009 16:54:05 GMT

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Slave wrote on Mon, 13 April 2009 17:18Every now and then, Renegade feels like crashing.

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Can mines be made more persistent? And survive when a player disconnect?

same happens if you like: go to LAN game, be nod and place nuke beacon, them switch the team and... the beacon got deesapeared

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Subject: Re: Mines

Posted by [StealthEye](#) on Wed, 15 Apr 2009 19:53:53 GMT

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Switching teams is something different, I think it's more than fair that the C4/beacon does not go off when changing team (otherwise placing some timed on a MCT prior to swapping will kill the building; or if implemented differently you can get your new team's building killed by the beacon you placed when still at the other team...)

I have prevented proximity and timed C4 from getting auto-disarmed when the player leaves. I can't reproduce the unable-to-disarm bug for C4. For beacons, the beacon goes off but causes no damage; I'm not changing that for now.

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Subject: Re: Mines

Posted by [a000clown](#) on Wed, 15 Apr 2009 22:21:17 GMT

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What happens when a player is killed by a proxy left behind from a disconnected player?

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Subject: Re: Mines

Posted by [StealthEye](#) on Wed, 15 Apr 2009 22:23:13 GMT

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I'll have to test that to be sure, but afaik it will damage/kill the player but not give any points to anyone.

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Subject: Re: Mines

Posted by [a000clown](#) on Wed, 15 Apr 2009 22:26:19 GMT

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k, thanks

Edit: cuz I was thinking, for scripts that report who killed a player it might cause some unexpected results.

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Subject: Re: Mines

Posted by [ErroR](#) on Thu, 16 Apr 2009 11:49:29 GMT

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if you place a beacon and switch the team with the team (or team2) console command, it stays and detonates. As far as i know if someone leaves the game the beacon stays, but upon detonation it disappears, i mean it does not detonate.

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