Subject: Proxie count
Posted by Anonymous on Mon, 15 Apr 2002 17:14:00 GMT
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is there a proxie mine counter?????if not it should be added, it could be on the PT's and just be a small thing in bottom left or right saying mines:0-30 or what ever. i hate counting them or waiting till one disappersares, wont add much lag eitherand on a more complex note you could add a pop-up screen if you hold down M or somethign that shows a the map and then puts numbers that corisponed to your mines 1=first mine put down.Of course they would only show frienly minesideas??? sugggestions????

Subject: Proxie count
Posted by Anonymous on Mon, 15 Apr 2002 17:27:00 GMT
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Is that really important enough to make a whole topic about it?

Subject: Proxie count
Posted by Anonymous on Mon, 15 Apr 2002 18:35:00 GMT
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Important enough? Isn't this a "tactics" forum? Jeez. I'm sorry to flame you, but I'm even sicker of the folks who think they know what belongs on this board than I am with those who post questions that have already been asked.Anyway....I used to think a mine counter would be a good idea (and still do sometimes),but I also think it makes it too easy to tell when someone is disarming c4 to sneak into your base. You should be able to disarm enemy c4 succesfully unless you are spotted visually by their team...this just seems fair. With a counter, you would instantly see the systematic reduction of your mine count, and know you had an intruder.Maybe that would be a good thing.I haven't decided yet....

Subject: Proxie count
Posted by Anonymous on Mon, 15 Apr 2002 19:34:00 GMT
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If you play hotwire/tech long enough, you'll realise a counter is essential! Just last night a 12/12 game had 7 hotwires !!! (Granted some (2?) were on the frontline in repair mode.)It was like multiple "beam me up scotty" with all the disapperaing mines. I piped up "Hey Hotwires, watch the mine count..you're removing the base defense mines" Only to be ignored. No-one likes a pushy player so I left it.5 mins later we were three structures down from Engineer rushes. Go figure.At least having a counter would let individuals see what's what, without having to be told - which most would prolly resent...afterall, who is the "boss" hotwire?It's small enhancements like this that will only add to the fun of the game, and hopefully promote co-op.

Subject: Proxie count
Posted by Anonymous on Tue, 16 Apr 2002 16:54:00 GMT
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I totaly agree with you all. A proxy counter is essential for base defending strategy. I also play as a HotWire/Technician and I always lose count of them.Edit 1. Still due their low damage and the fact these cookies ussualy end up detonating one each other...   I dunno... Some trip wires or some alarm mines will do the trick   . I guess...[April 16, 2002: Message edited by: cmdr. Kasumaru]

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To eliminate the problem with knowing that enemies disarm your C4, there could simply be a warning that says "mine limit reached" flashing in the corner of your screen when you are wielding the mines. That way you'd never really know when someone disarmed a C4.