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Subject: Proximity Mines

Posted by [Anonymous](#) on Wed, 08 May 2002 14:23:00 GMT

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Here is one thing i learn with prox mines. NEVER EVER PLACE TOO MANY OF THEM. They will just disapper(id wish they'd fix this problem).

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Subject: Proximity Mines

Posted by [Anonymous](#) on Wed, 08 May 2002 14:25:00 GMT

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Yep the max limit you can ave is 30.... I cant be bothered to give you an example of when this happed to me as I post them too much... I do get very anoyed when people dont listen to me when I say I will lay the mines etc.

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Subject: Proximity Mines

Posted by [Anonymous](#) on Wed, 08 May 2002 15:59:00 GMT

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quote:Originally posted by Asinh/k:Here is one thing i learn with prox mines. NEVER EVER PLACE TOO MANY OF THEM. They will just disapper(id wish they'd fix this problem). 30 is a good number.. it allows for tactical placement. The game wouldn't be as fun if you had a team of 20 player mine every single square inch of their base/vehicle and themselves.[ May 08, 2002: Message edited by: Kab0om420 ]

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Subject: Proximity Mines

Posted by [Anonymous](#) on Wed, 08 May 2002 20:23:00 GMT

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Yes, this is a major flaw of the game. Personally, I would like to see the lag get fixed first, adn then this.

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Subject: Proximity Mines

Posted by [Anonymous](#) on Wed, 08 May 2002 20:39:00 GMT

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This is not a mistake. As Kab0om420 said about how it will not be fun if the whole base was mined. It is good that there is a 30 mine limit for each hotwire/technician, and a team limit as well. So this is not a problem guys it's part of the game and it's a good thing they have that. The lag though, is a problem. Later.

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Subject: Proximity Mines

Posted by [Anonymous](#) on Wed, 08 May 2002 21:29:00 GMT

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Unlimited mines for a game like this, with FF off = suicide road kill. ever person would have 30 mines on them, so when they get run over they kill the tank.THANK GOD THAT THERE IS A LIMIT!

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Subject: Proximity Mines

Posted by [Anonymous](#) on Thu, 09 May 2002 01:32:00 GMT

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quote:Originally posted by Commanded and Conquered:This is not a mistake. As Kab0om420 said about how it will not be fun if the whole base was mined. It is good that there is a 30 mine limit for each hotwire/technician, and a team limit as well. So this is not a problem guys it's part of the game and it's a good thing they have that. The lag though, is a problem. Later. The 30 mines limit is not for each hotwire/tech. It is for the whole team. And in fact 30 is not counting only mines, it also counts the remote c4's.I feel sick when I see teammates putting mines and/or remote c4's on some other teammate's body and say "He is a kamikaze man...."The mine/c4 limit is not a flaw of the game. There should be such a limit. The laaaaag is in fact a problem, Westwood...

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Subject: Proximity Mines

Posted by [Anonymous](#) on Thu, 09 May 2002 02:36:00 GMT

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quote:Originally posted by Asinh/k:Here is one thing i learn with prox mines. NEVER EVER PLACE TOO MANY OF THEM. They will just disapper(id wish they'd fix this problem). Em, you really should play this game more than once before telling people what to do. Also, if you see about twenty threads about the same topic, don't make more of them.

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Subject: Proximity Mines

Posted by [Anonymous](#) on Thu, 09 May 2002 05:04:00 GMT

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quote:Originally posted by eae:Em, you really should play this game more than once before telling people what to do. Also, if you see about twenty threads about the same topic, don't make more of them.IVE PLAYED THE GAME!!! I HAVE IT! Since what everyones saying that a limit is good I under stand your point....

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Subject: Proximity Mines

Posted by [Anonymous](#) on Thu, 09 May 2002 08:19:00 GMT

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While 30 is a decent number, I'd like 40 instead. That way you could effectively mine your buildings but still have some extras left for more unique and interesting places. You can't even place 5 at every doorway, and 5 won't prevent a group of enemies from getting inside. Yep.. I think 40 would be a nice number.

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Subject: Proximity Mines  
Posted by [Anonymous](#) on Thu, 09 May 2002 13:29:00 GMT  
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Anyone who thinks the mine limit is a "flaw" in the game should be euthanized. Now.

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Subject: Proximity Mines  
Posted by [Anonymous](#) on Thu, 09 May 2002 14:47:00 GMT  
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I think that the limit for Proxy mines should be 35 and that is NOT remote C4 or timed C4... there should be a limit of 10 Remote C4 and timed C4

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Subject: Proximity Mines  
Posted by [Anonymous](#) on Thu, 09 May 2002 15:21:00 GMT  
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it gets annoying when you mine the base and you use too many prox mines How many should you have for each door? How should they be placed?

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Subject: Proximity Mines  
Posted by [Anonymous](#) on Thu, 09 May 2002 18:09:00 GMT  
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Well DUH! YOU JUST FIGURED THIS OUT AS!?! and you flamed me for posting about the extras WHEN YOU SAY MINES HAVE A LIMIT?! gee read my signature-top one, it applies to you

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Subject: Proximity Mines  
Posted by [Anonymous](#) on Thu, 09 May 2002 18:19:00 GMT  
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quote:Originally posted by cheezyman: Well DUH! YOU JUST FIGURED THIS OUT AS!?! and you flamed me for posting about the extras WHEN YOU SAY MINES HAVE A LIMIT?! gee read my signature-top one, it applies to you ok ok im sorry say whatever u want about me now

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Subject: Proximity Mines

Posted by [Anonymous](#) on Thu, 09 May 2002 18:22:00 GMT

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apply mines as the situation fits. If an entrance is covered by the guard tower don't place 'em there.

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Subject: Proximity Mines

Posted by [Anonymous](#) on Thu, 09 May 2002 20:07:00 GMT

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The flaw is that when you set new mines, the old ones disappear. What usually happens is that some eager beaver wet-behind-the-ears tech throws them all at the front of the base. Meanwhile, all the mines set in the tunnels go up in smoke. Then a stealth black hand comes with a beacon and B00M, up goes your power plant. This is a flaw of the game, along with the set beacon and quit trick and the lag.

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Subject: Proximity Mines

Posted by [Anonymous](#) on Fri, 10 May 2002 00:00:00 GMT

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quote:Originally posted by kubi0461:While 30 is a decent number, I'd like 40 instead. That way you could effectively mine your buildings but still have some extras left for more unique and interesting places. You can't even place 5 at every doorway, and 5 won't prevent a group of enemies from getting inside. Yep.. I think 40 would be a nice number. The whole 30 mines per team thing only applies if I'm on your team. How this got to be such a big issue is beyond me. If I'm not on your team place as many as you like. Stack them 6 deep and they work like a beacon put them in the dumbest places you can find and remember put at least 30 in one building

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Subject: Proximity Mines

Posted by [Anonymous](#) on Fri, 10 May 2002 00:09:00 GMT

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how about 100,2456,74346 mine limit lol

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