Subject: Tunnel Beacons
Posted by _SSnipe_ on Mon, 17 Jan 2011 06:49:22 GMT
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Are they considered a glitch? if not, its a cheap cheap way to win.

Subject: Re: Tunnel Beacons
Posted by Dover on Mon, 17 Jan 2011 08:16:20 GMT
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(SSnipe) -BLU3Y3Z- wrote on Sun, 16 January 2011 22:49cheap cheap way to win.

>:[

Subject: Re: Tunnel Beacons
Posted by Hypnos on Mon, 17 Jan 2011 12:48:35 GMT
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It's just plain retarded and can be undefendable in two scenarios:-

1) High number of beacons (7,8,9)
2) High number of opponents defending the tunnels beacons.

Subject: Re: Tunnel Beacons
Posted by EvilWhiteDragon on Mon, 17 Jan 2011 13:58:27 GMT
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Dover wrote on Mon, 17 January 2011 09:16(SSnipe) -BLU3Y3Z- wrote on Sun, 16 January 2011 22:49cheap cheap way to win.

>:[
According to that logic cheating makes perfect sense.

Subject: Re: Tunnel Beacons
Posted by Dover on Tue, 18 Jan 2011 00:09:35 GMT
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EvilWhiteDragon wrote on Mon, 17 January 2011 05:58Dover wrote on Mon, 17 January 2011 09:16(SSnipe) -BLU3Y3Z- wrote on Sun, 16 January 2011 22:49cheap cheap way to win.

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According to that logic cheating makes perfect sense.

The article is a part of a three-part series, which later became part of a book. He covers your concerns quite thoroughly in part two.

Subject: Re: Tunnel Beacons
Posted by EvilWhiteDragon on Tue, 18 Jan 2011 09:45:44 GMT
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Dover wrote on Tue, 18 January 2011 01:09EvilWhiteDragon wrote on Mon, 17 January 2011 05:58Dover wrote on Mon, 17 January 2011 09:16(SSnipe) -BLU3Y3Z- wrote on Sun, 16 January 2011 22:49cheap cheap way to win.

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The article is a part of a three-part series, which later became part of a book. He covers your concerns quite thoroughly in part two.
Part two shows a lot more though and nuance than the first part. Since Tunnel beacons can be enforced serverside, so with actual limits etc, it is, according to your articles, fine to ban it. This would not be the case if it would rely on a "gentleman's agreement".

Subject: Re: Tunnel Beacons
Posted by reborn on Tue, 18 Jan 2011 10:06:13 GMT
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It's not cheap. It's a strategy, just like hillcamping.

There are several counters to it, not to mention the ability to stop them from doing it in the first place, or what you could be doing while they're all in the tunnel in the first place...

Stop placing your own made-up rules on the game and expecting players to only play in the way you like to play the game.
How can anyone still be playing this game so long after release and be caught up in these arbitrary self imposed rules?

People who yell about the cheapness of a "n00bjet" are simply not doing it right.

Subject: Re: Tunnel Beacons
Posted by Spoony on Tue, 18 Jan 2011 10:28:35 GMT
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are you saying a server shouldn't disallow something like tunnel beacons?

Subject: Re: Tunnel Beacons
Posted by reborn on Tue, 18 Jan 2011 10:39:23 GMT
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Spoony wrote on Tue, 18 January 2011 05:28are you saying a server shouldn't disallow something like tunnel beacons?

Absolutely not. A server owner should always be allowed to configure their own server however they want to, given they have the tools available to do so, or the ability to implement it themselves.

Am I saying that I prefer tunnel beaconing to be allowed, then yes.

Subject: Re: Tunnel Beacons
Posted by EvilWhiteDragon on Tue, 18 Jan 2011 10:42:20 GMT
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reborn wrote on Tue, 18 January 2011 11:06It's not cheap. It's a strategy, just like hillcamping.

There are several counters to it, not to mention the ability to stop them from doing it in the first place, or what you could be doing while they're all in the tunnel in the first place...

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How can anyone still be playing this game so long after release and be caught up in these arbitrary self imposed rules?

People who yell about the cheapness of a "n00bjet" are simply not doing it right.
Cheapness of n00bjet does entirely depend on pointfix on or not... If it's on it's not really cheap imho.

Subject: Re: Tunnel Beacons
Posted by reborn on Tue, 18 Jan 2011 10:57:23 GMT
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EvilWhiteDragon wrote on Tue, 18 January 2011 05:42Cheapness of n00bjet does entirely depend on pointfix on or not... If it's on it's not really cheap imho.

I prefer it with pointsfix on too, but if it isn't on, then just get on with it really...

Subject: Re: Tunnel Beacons
Posted by EvilWhiteDragon on Tue, 18 Jan 2011 11:08:03 GMT
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reborn wrote on Tue, 18 January 2011 11:57EvilWhiteDragon wrote on Tue, 18 January 2011

05:42Cheapness of n00bjet does entirely depend on pointfix on or not... If it's on it's not really cheap imho.

I prefer it with pointsfix on too, but if it isn't on, then just get on with it really...
Well, with pointfix off n00bjet, and rapid fire weapons are irrational, or make powerful weapons with low RoF worthless.

Subject: Re: Tunnel Beacons
Posted by reborn on Tue, 18 Jan 2011 11:18:41 GMT
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If you are playing in a server with it turned off (not that you would, I suppose), then you just need to deal with that shit. Stop worrying about how you think other people should be playing the game and how you want to play it, and adapt yourself to get the win.

I also prefer the pointsfix on, but if it isn't then will I shoot a harvester with a rifle if I happen to be close by? Hell yes I will. I won't stand there pointlessly shooting it, I will no doubt be moving to some point of the map I need to be, but while it is in range and there is no other target I will spray it for points.

Subject: Re: Tunnel Beacons
Posted by EvilWhiteDragon on Tue, 18 Jan 2011 11:30:06 GMT
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reborn wrote on Tue, 18 January 2011 12:18If you are playing in a server with it turned off (not that you would, I suppose), then you just need to deal with that shit. Stop worrying about how you think other people should be playing the game and how you want to play it, and adapt yourself to get the win.

I also prefer the pointsfix on, but if it isn't then will I shoot a harvester with a rifle if I happen to be close by? Hell yes I will. I won't stand there pointlessly shooting it, I will no doubt be moving to some point of the map I need to be, but while it is in range and there is no other target I will spray it for points.
If you play to win you should continue to spray it (pref with orca/apc) until it's in the yellow. Then you need to move on to another vehicle which is still green. After a short amount of time the harv has regenerated, so you'd need to switch again. If you REALLY play to win of course.

Subject: Re: Tunnel Beacons
Posted by Dover on Tue, 18 Jan 2011 11:48:15 GMT
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EvilWhiteDragon wrote on Tue, 18 January 2011 01:45Dover wrote on Tue, 18 January 2011 01:09EvilWhiteDragon wrote on Mon, 17 January 2011 05:58Dover wrote on Mon, 17 January 2011 09:16(SSnipe) -BLU3Y3Z- wrote on Sun, 16 January 2011 22:49cheap cheap way to win.

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According to that logic cheating makes perfect sense.

The article is a part of a three-part series, which later became part of a book. He covers your concerns quite thoroughly in part two.
Part two shows a lot more though and nuance than the first part. Since Tunnel beacons can be enforced serverside, so with actual limits etc, it is, according to your articles, fine to ban it. This would not be the case if it would rely on a "gentleman's agreement".

That's merely one portion. Is it warranted? I don't think so. "Cheap" goes by many synonyms. In the StarCraft community it goes by "cheese". But in all it's forms, it's always the mantra of the scrub.

Subject: Re: Tunnel Beacons
Posted by Caveman on Tue, 18 Jan 2011 12:09:09 GMT
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Some tunnels beacons are *cheap* and cannot be prevented. Like the one with Glacier Flying (which is the best rene map, period) where you can kill the bar and the beacon will NEVER be disarmed.

Subject: Re: Tunnel Beacons
Posted by Spoony on Tue, 18 Jan 2011 14:52:43 GMT
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i dunno why glacier fly is the best map, it's riddled with bugs and even if you fixed them all it'd be horribly unbalanced between GDI and nod. thankfully most people in public servers don't seem to know why.

Subject: Re: Tunnel Beacons
Posted by Gen_Blacky on Tue, 18 Jan 2011 15:51:50 GMT
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Spoony wrote on Tue, 18 January 2011 08:52glacier fly is the best map.

Dont ever say that again.

Tunnel beacons are stupid since renegade has bad physics. Nukes and ions can go though collision objects because cinematic. If the player is in a tunnel they should not be able to connect to the satellite to give it coordinates because of interference. That would make more sense.

Subject: Re: Tunnel Beacons
Posted by cAmpa on Tue, 18 Jan 2011 15:54:50 GMT
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I made a fix to block unfair tunnel beacons years ago.
It's really easy, without TT.

And btw. Glacier Flying is the best map.

Subject: Re: Tunnel Beacons
Posted by Gen_Blacky on Tue, 18 Jan 2011 16:50:01 GMT
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Yes its easy to stop tunnel beacons I just know some servers allow it like jelly marathon. Most
servers already block it.

I would like someone to actually check where the player is and determine if there is a collision
object above them like a tunnel, ceiling progmatically. I can do that simply with a leveledit and
script + zone. Their should be a better way to check without using server side map edits. I don't
want to stop a beacon if its only a few meters away from a building like I have seen in many
servers. I want to confirm if their in a valid location and stop them for planting.

cAmpa wrote on Tue, 18 January 2011 09:54
And btw. Glacier Flying is the best map.

Why lie and you don't even play renegade anymore.

Subject: Re: Tunnel Beacons
Posted by StealthEye on Tue, 18 Jan 2011 17:46:12 GMT
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That would, for example, mean that you can no longer place beacons in buildings. The problem is
that the maps were made incorrectly making this possible, or that the beacons pass through walls
(but this would be tricky to change because you do want them to pass through, for example, the
ramps next to some buildings. I don't think we can fix this any better than how it is currently done.

Subject: Re: Tunnel Beacons
Posted by Jerad2142 on Tue, 18 Jan 2011 19:58:16 GMT
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If your having issues with people placing ion/nuke targeting systems under your buildings you'd
better place some soldiers down there to protect your vulnerabilities.

If the enemy team is doing too much team work and thus you can't get rid of the tunnel beacon that wouldn't have got there if your team could have pulled its shit together to prevent it being placed in the first place, then I guess your building is about to get 0wned for the lack of team work and defensive skill your team has shown on this highly strategic game.

Basically, I believe its the servers job to make rules that limit the available tactics of renegade if they so desire. Once the server does that the player will be able to choose whether or not to play on that server because of those gameplay rules.

Subject: Re: Tunnel Beacons
Posted by reborn on Tue, 18 Jan 2011 21:39:41 GMT
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Jerad Gray wrote on Tue, 18 January 2011 14:58If your having issues with people placing ion/nuke targeting systems under your buildings you'd better place some soldiers down there to protect your vulnerabilities.

If the enemy team is doing too much team work and thus you can't get rid of the tunnel beacon that wouldn't have got there if your team could have pulled its shit together to prevent it being placed in the first place, then I guess your building is about to get 0wned for the lack of team work and defensive skill your team has shown on this highly strategic game.

Basically, I believe its the servers job to make rules that limit the available tactics of renegade if they so desire. Once the server does that the player will be able to choose whether or not to play on that server because of those gameplay rules.

Yes!

Subject: Re: Tunnel Beacons
Posted by halo2pac on Tue, 18 Jan 2011 23:28:09 GMT
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If Westwood Studios thought tunnel beacons were a glitch they would have patched it. Since all developers extensively test their products. Hence again... Strategy.

Subject: Re: Tunnel Beacons
Posted by GEORGE ZIMMER on Tue, 18 Jan 2011 23:28:25 GMT
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Jerad Gray wrote on Tue, 18 January 2011 13:58If your having issues with people placing ion/nuke targeting systems under your buildings you'd better place some soldiers down there to

---

protect your vulnerabilities.

If the enemy team is doing too much team work and thus you can't get rid of the tunnel beacon that wouldn't have got there if your team could have pulled its shit together to prevent it being placed in the first place, then I guess your building is about to get 0wned for the lack of team work and defensive skill your team has shown on this highly strategic game.

Basically, I believe its the servers job to make rules that limit the available tactics of renegade if they so desire. Once the server does that the player will be able to choose whether or not to play on that server because of those gameplay rules.
Pretty much this.

There's some cheap bullshit in Renegade (Pointsbug), but tunnel beaconing isn't really one of them. Actually, come to think of it, aside from pointsbug Renegade is pretty damn balanced (along with the fixed Mesa and Hourglass maps).

Stop bitching, and just clear out tunnels if you have a problem with it.

Subject: Re: Tunnel Beacons
Posted by EvilWhiteDragon on Wed, 19 Jan 2011 09:28:48 GMT
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halo2pac wrote on Wed, 19 January 2011 00:28If Westwood Studios thought tunnel beacons were a glitch they would have patched it. Since all developers extensively test their products. Hence again... Strategy.
Blue hell is a strategy now?

Subject: Re: Tunnel Beacons
Posted by Hypnos on Wed, 19 Jan 2011 13:44:11 GMT
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EvilWhiteDragon wrote on Wed, 19 January 2011 09:28halo2pac wrote on Wed, 19 January 2011 00:28If Westwood Studios thought tunnel beacons were a glitch they would have patched it. Since all developers extensively test their products. Hence again... Strategy.
Blue hell is a strategy now?

Yeah man, great way of killing someone's Orca in an Apache, blue hell 'em!

Subject: Re: Tunnel Beacons
Posted by Spyder on Wed, 19 Jan 2011 15:36:20 GMT
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Caveman wrote on Tue, 18 January 2011 13:09Glacier Flying (which is the best rene map,

period)

I don't think tunnel beacons would be too hard to block. Just define the tunnel areas, from which beacons can damage a building, with script zones. When a beacon is placed in that specific zone the game will ignore the damage done to the building, however it still does damage to the surrounding enemies.

Subject: Re: Tunnel Beacons
Posted by Starbuzzz on Thu, 20 Jan 2011 00:00:40 GMT
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LMFAO!! @ those defending tunnel beacons!

The only counter to a laid beacon is to disarm it. If disarming is not possible due to an unintended consequence of the map's design, then it's a glitch.

Those who say "well, fight thru the tunnels and disarm it!" don't make me laugh. It also has nothing to do with which team is better. First off, there's part of the map terrain on the way! This automatically makes the beacon unfair...not to mention the ticking down seconds of the beacon.

Tunnel beaconing is completely different to laying a beacon right next to a building and covering it with a gang of ramjets. Now that's fair. It's also fair if there's a APC covering the beacon as well! But it IS NOT fair when there's half of a map's hill covering it lol. If anyone can't see the sense in that, then I blame it on TAPS Syndrome.

Subject: Re: Tunnel Beacons
Posted by cmatt42 on Thu, 20 Jan 2011 02:19:32 GMT
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Starbuzzz wrote on Wed, 19 January 2011 18:00But it IS NOT fair when there's half of a map's hill covering it lol. If anyone can't see the sense in that, then I blame it on TAPS Syndrome.
So pretty much the nuke/ion cannon shouldn't do damage inside the tunnels, but only to the area on the outside, e.g. buildings, vehicles, and infantry. Makes sense to me.

Subject: Re: Tunnel Beacons
Posted by Starbuzzz on Thu, 20 Jan 2011 04:04:55 GMT
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cmatt42 wrote on Wed, 19 January 2011 20:19Starbuzzz wrote on Wed, 19 January 2011 18:00But it IS NOT fair when there's half of a map's hill covering it lol. If anyone can't see the

sense in that, then I blame it on TAPS Syndrome.
So pretty much the nuke/ion cannon shouldn't do damage inside the tunnels, but only to the area on the outside, e.g. buildings, vehicles, and infantry. Makes sense to me.

lmfao

why twist what I said.

Subject: Re: Tunnel Beacons
Posted by Spyder on Thu, 20 Jan 2011 10:43:02 GMT
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cmatt42 wrote on Thu, 20 January 2011 03:19Starbuzzz wrote on Wed, 19 January 2011 18:00But it IS NOT fair when there's half of a map's hill covering it lol. If anyone can't see the sense in that, then I blame it on TAPS Syndrome.
So pretty much the nuke/ion cannon shouldn't do damage inside the tunnels, but only to the area on the outside, e.g. buildings, vehicles, and infantry. Makes sense to me.

That's where my theory comes walking through the door...

Subject: Re: Tunnel Beacons
Posted by EvilWhiteDragon on Thu, 20 Jan 2011 10:45:03 GMT
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Technically the nuke/icn should just do damage where it first hits some mesh. So in tunnels it would be somewhere on the hill. In a building it will first hit the building, and thus damage the building most, and a lot less than the inf on the ground.

Subject: Re: Tunnel Beacons
Posted by Spyder on Thu, 20 Jan 2011 12:24:58 GMT
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EvilWhiteDragon wrote on Thu, 20 January 2011 11:45Technically the nuke/icn should just do damage where it first hits some mesh. So in tunnels it would be somewhere on the hill. In a building it will first hit the building, and thus damage the building most, and a lot less than the inf on the ground.

Some fan-made maps use sky domes, don't know if they're collision items, but if they are beacons will never work, they'd probably only try to damage the sky dome.

Subject: Re: Tunnel Beacons
Posted by Jerad2142 on Sat, 22 Jan 2011 21:00:58 GMT

EvilWhiteDragon wrote on Wed, 19 January 2011 02:28halo2pac wrote on Wed, 19 January 2011 00:28If Westwood Studios thought tunnel beacons were a glitch they would have patched it. Since all developers extensively test their products. Hence again... Strategy.
Blue hell is a strategy now?
I blue hell myself whenever someone is about to kill my tank.

Subject: Re: Tunnel Beacons
Posted by EvilWhiteDragon on Sun, 23 Jan 2011 09:33:11 GMT

Jerad Gray wrote on Sat, 22 January 2011 22:00EvilWhiteDragon wrote on Wed, 19 January 2011 02:28halo2pac wrote on Wed, 19 January 2011 00:28If Westwood Studios thought tunnel beacons were a glitch they would have patched it. Since all developers extensively test their products. Hence again... Strategy.
Blue hell is a strategy now?
I blue hell myself whenever someone is about to kill my tank.
You do know that on the server, the tank is still there eh?

Subject: Re: Tunnel Beacons
Posted by liquidv2 on Sun, 23 Jan 2011 16:27:10 GMT

EvilWhiteDragon wrote on Thu, 20 January 2011 11:45Technically the nuke/icn should just do damage where it first hits some mesh. So in tunnels it would be somewhere on the hill. In a building it will first hit the building, and thus damage the building most, and a lot less than the inf on the ground.
that means on canyon GDI can do an ion cannon beacon under the nod base in the tunnels behind the pillars and kill the airstrip with complete cover

i'm glad it doesn't work that way

Subject: Re: Tunnel Beacons
Posted by StealthEye on Mon, 24 Jan 2011 23:08:54 GMT

That's where the other idea of "not being able to transmit location" would come into play... But yeah, there are probably disadvantages to any "fix" that is suggested, so I don't think we can/should change much to the current situation.

Subject: Re: Tunnel Beacons

Posted by halo2pac on Wed, 26 Jan 2011 04:22:12 GMT
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Basically create a plugin that reads points of the edge of an area where the beacon is not allowed and search Google for a C++ function like so
http://sidvind.com/wiki/Point-in-polygon:_Jordan_Curve_Theorem to see if the point is in the area then disallow planting.

(Looks at reborn who likes to play with plugins)

Subject: Re: Tunnel Beacons
Posted by reborn on Wed, 26 Jan 2011 12:47:24 GMT
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What you linked to was very interesting, I vaguely remember hearing of that theorum before when I was at school, it would clearly work and would be an inexpensive way to do it.
However, to create an accurate representation of the 3D shape (being the tunnels) you would need to collect many coordinates using level edit, I wonder whether it would actually end up being more work?

Subject: Re: Tunnel Beacons
Posted by Dover on Wed, 26 Jan 2011 17:41:34 GMT
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I'm not convinced there's anything here that needs "fixing". It's only "unfair" and "cheap" (barf) if the playerbase doesn't learn how to deal with it, and they'll never be forced to if this "bug" is patched out of existence. C&C_Field could use a bit of shaking up, anyway.

Subject: Re: Tunnel Beacons
Posted by grant89uk on Sat, 05 Feb 2011 00:54:41 GMT
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I want to be able to jump on top of an apc and place a nuke there without it falling through to the floor.

Make this happen

Subject: Re: Tunnel Beacons
Posted by Spyder on Sat, 05 Feb 2011 09:11:48 GMT
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grant89uk wrote on Sat, 05 February 2011 01:54I want to be able to jump on top of an apc and

place a nuke there without it falling through to the floor.

Make this happen

You can jump on top of an APC, you can place a nuke there and it will not fall through the floor. If I'm correct it will just hang in the air.

Subject: Re: Tunnel Beacons
Posted by EvilWhiteDragon on Sat, 05 Feb 2011 11:24:50 GMT
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Spyder wrote on Sat, 05 February 2011 10:11grant89uk wrote on Sat, 05 February 2011 01:54I want to be able to jump on top of an apc and place a nuke there without it falling through to the floor.

Make this happen

You can jump on top of an APC, you can place a nuke there and it will not fall through the floor. If I'm correct it will just hang in the air.
You can also do it with Humvees.

Toggle Spoiler

Subject: Re: Tunnel Beacons
Posted by grant89uk on Sat, 05 Feb 2011 18:26:43 GMT
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defeats the purpose though. I want it to stick to the vehicle so you can just load nukes/ions on an apc and drive around till it kills something.

Subject: Re: Tunnel Beacons
Posted by nopol10 on Sun, 06 Feb 2011 01:53:41 GMT
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Forcing the Ion Cannon Satellite to realign continuously can get you court-martialed.

Subject: Re: Tunnel Beacons
Posted by Jerad2142 on Fri, 11 Feb 2011 16:52:20 GMT

EvilWhiteDragon wrote on Sun, 23 January 2011 02:33Jerad Gray wrote on Sat, 22 January 2011 22:00EvilWhiteDragon wrote on Wed, 19 January 2011 02:28halo2pac wrote on Wed, 19 January 2011 00:28If Westwood Studios thought tunnel beacons were a glitch they would have patched it. Since all developers extensively test their products. Hence again... Strategy.
Blue hell is a strategy now?
I blue hell myself whenever someone is about to kill my tank.
You do know that on the server, the tank is still there eh?
That is not always the case, beings if a player gets blue hell'd on the RP2 server and they press the key that forces you out of a vehicle the server sends a message saying, "PlayerName was killed by jumping out of a vehicle at (Random huge number here) miles per hour."

Not saying this always happens, but some blue hells are indeed server side, beings the server is the only one calculating the speeds of vehicles in RP2, thus the blue hell has to be its end otherwise the player would simply get out of the vehicle server side and live.

Subject: Re: Tunnel Beacons
Posted by HaTe on Sat, 12 Feb 2011 17:57:55 GMT

Who cares about tunnel beacons? It's not that hard to disallow it within certain servers...besides, it gives moderators an excuse to actually moderate now-a-days