
Subject: Breaking HON windows.
Posted by [Anonymous](#) on Thu, 20 Feb 2003 07:23:00 GMT
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When i go into a game on Nod the first thing that i see a teammate do is break the windows in the HON. I think that they can help people like snipers. The people on the outside can hardly see them, but snipers can shoot them. What's your opinion.

Subject: Breaking HON windows.
Posted by [Anonymous](#) on Thu, 20 Feb 2003 08:46:00 GMT
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When you snipe out of the HON its going to break the glass anyway when you fire.....

Subject: Breaking HON windows.
Posted by [Anonymous](#) on Thu, 20 Feb 2003 11:07:00 GMT
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When the windows are broken you can easier see somebody place an end beacon.

Subject: Breaking HON windows.
Posted by [Anonymous](#) on Thu, 20 Feb 2003 19:20:00 GMT
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I just like shooting things....

Subject: Breaking HON windows.
Posted by [Anonymous](#) on Fri, 21 Feb 2003 04:35:00 GMT
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quote:Originally posted by DBB:I just like shooting things....Don't we all?-Sk8rRIMuk

Subject: Breaking HON windows.
Posted by [Anonymous](#) on Fri, 21 Feb 2003 04:37:00 GMT
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I break the windows to help help my fps. the fewer transparent objects there are the better my system performs.

Subject: Breaking HON windows.
Posted by [Anonymous](#) on Fri, 21 Feb 2003 07:10:00 GMT
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It's pretty useless i say. Whenever you join a game half way through you will notice the windows are all there when they are already broken. Your client doesn't ask the server wheater the windows are broken does it?

Subject: Breaking HON windows.
Posted by [Anonymous](#) on Fri, 21 Feb 2003 07:28:00 GMT
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quote:Originally posted by General Havoc:It's pretty useless i say. Whenever you join a game half way through you will notice the windows are all there when they are already broken. Your client doesn't ask the server wheater the windows are broken does it?I noticed that too. Also, the repair gun breaks the HoN windows...I think it should repair them

Subject: Breaking HON windows.
Posted by [Anonymous](#) on Fri, 21 Feb 2003 07:49:00 GMT
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quote:Originally posted by NHJ BV: quote:Originally posted by General Havoc:It's pretty useless i say. Whenever you join a game half way through you will notice the windows are all there when they are already broken. Your client doesn't ask the server wheater the windows are broken does it?I noticed that too. Also, the repair gun breaks the HoN windows...I think it should repair them Explosions also dont harm the windows. You can stick C4 to the windows and it does no harm

Subject: Breaking HON windows.
Posted by [Anonymous](#) on Fri, 21 Feb 2003 15:25:00 GMT
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quote:Originally posted by NameHunter:Explosions also dont harm the windows. You can stick C4 to the windows and it does no harm Lionel Hutz: "Just like in real life!"

Subject: Breaking HON windows.
Posted by [Anonymous](#) on Fri, 21 Feb 2003 19:44:00 GMT
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Ummmm...I just break the windows because it looks cool.Transparent objects hurt your performance? I guess Stealth Tanks and Black Hands are a pain in the ass...

Subject: Breaking HON windows.

Posted by [Anonymous](#) on Sat, 22 Feb 2003 19:06:00 GMT

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quote:Originally posted by wreaker_of_havoc:Ummmm...I just break the windows because it looks cool.Transparent objects hurt your performance? I guess Stealth Tanks and Black Hands are a pain in the ass...Lmao!!!!I break the windows because it's fun. I love to break stuff.

Subject: Breaking HON windows.

Posted by [Anonymous](#) on Sat, 22 Feb 2003 20:22:00 GMT

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The only time I think leaving the windows intact helps is :A) On field - when GDI apc rushes to and makes it in hand broken windows = check the obelisk like, 15 seconds ago !!B) On city - same thing rush to HON back door is mined check windows for signs of enemy life once again - check obelisk like, 15seconds ago !

Subject: Breaking HON windows.

Posted by [Anonymous](#) on Sat, 22 Feb 2003 22:02:00 GMT

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Often jump out of the window is the shorter path for HoNSuch as in Caynon. Why bother wasting time go around the HoN or downstair to go to the tunnel.Timing and coordination the the most important aspect of this game. The 1 or 2 Sec difference may change the outcome of the game.

Subject: Breaking HON windows.

Posted by [Anonymous](#) on Thu, 27 Feb 2003 11:13:00 GMT

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If you think about it, the HON is one of the best defensive positions in the game. All you have to do is shatter the windows.For example, on field, during the usual GDI tank seige, if you are a LCG or a Raveshaw you can do incredible damage to the enemy tanks before they realise youre there. When they open up on you, that relieves the main force engaging them a little, and you can just take cover and let the HON take all the hits. If by chance you do sustain damage, just walk over to the PT and refill, then go back and rip thru them again.They will be forced to bring in a sniper to get rid of u, who willhave to stnd out in the open waiting 4 you, an easy target for your own sniper.I can remember at least 4 occasions when this saved our team from loss.The flip side is, on a map like Mesa, a sniper can just wait and snipe passers-by through the windows, not nice.

Subject: Breaking HON windows.

Posted by [Anonymous](#) on Thu, 27 Feb 2003 11:16:00 GMT

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The problem with using Raveshaw from the Hand on Field is that those windows you have to shoot from are constantly pounded by med tanks & MRLS's, making it almost impossible to shoot from there.
