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Subject: Self-repairing beacons  
Posted by [Imdgr8one](#) on Sat, 21 Feb 2004 23:44:04 GMT  
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I can't believe this new thing. I was playing on renstation and for whatever reason, whenever someone repairs a beacon after a few seconds it goes to full health, thus making it impossible to repair. Has anyone else seen or experienced this? And what is going on!!!! The guy who layed the beacon has been around for awhile.

Ugh, this makes renny no more fun.

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Subject: Re: Self-repairing beacons  
Posted by [gam3rj](#) on Sat, 21 Feb 2004 23:59:54 GMT  
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Imdgr8one1 can't believe this new thing. I was playing on renstation and for whatever reason, whenever someone repairs a beacon after a few seconds it goes to full health, thus making it impossible to repair. Has anyone else seen or experienced this? And what is going on!!!! The guy who layed the beacon has been around for awhile.

Ugh, this makes renny no more fun.

Don't play there anymore then, I got banned from there because I killed Micro\$oft. No joke.

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Subject: Self-repairing beacons  
Posted by [Ferhago](#) on Sun, 22 Feb 2004 00:21:54 GMT  
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Thats gotta be a server side mod. A really WEIRD server side mod at that. Why would anyone not want beacons to be disarmable?

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Subject: Self-repairing beacons  
Posted by [z310](#) on Sun, 22 Feb 2004 01:20:24 GMT  
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I personaly dont like the idea.

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Subject: Self-repairing beacons  
Posted by [Titan1x77](#) on Sun, 22 Feb 2004 01:33:40 GMT  
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It's not a server side mod...

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If this is true it would be a cheat.

But Ive never seen this happen before.

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Subject: Self-repairing beacons

Posted by [sniper12345](#) on Sun, 22 Feb 2004 02:49:15 GMT

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Apart from cheats, could it be lag?

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Subject: Self-repairing beacons

Posted by [SS217](#) on Sun, 22 Feb 2004 02:56:40 GMT

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No, I've never seen a beacon go back to full health in the years that I've played. And I've been on some laggy servers

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Subject: Self-repairing beacons

Posted by [sniper12345](#) on Sun, 22 Feb 2004 03:37:47 GMT

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Ok, because I do recall playing RenAlert, and having the beacon restore health by a little sometimes...

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Subject: Self-repairing beacons

Posted by [IRON FART](#) on Sun, 22 Feb 2004 05:09:27 GMT

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I know FR could repair/disarm in an instant.  
I've seen 5 beacons disarm almost all at once.

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Subject: Self-repairing beacons

Posted by [General Havoc](#) on Sun, 22 Feb 2004 08:42:59 GMT

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Yeah that happened when I was playing volcano, some guy with Final Ren was going around killing buildings and vehicles in 1 hit and he could disarm beacons in 1 sec too.

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Subject: Self-repairing beacons  
Posted by [gam3rj](#) on Sun, 22 Feb 2004 11:26:14 GMT  
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When will the madness stop!

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Subject: Self-repairing beacons  
Posted by [NHJ BV](#) on Sun, 22 Feb 2004 11:27:58 GMT  
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sniper12345Ok, because I do recall playing RenAlert, and having the beacon restore health by a little sometimes...

That might be explained by the Construction Yard (erroneously) repairing beacons as well as structures.

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Subject: Re: Self-repairing beacons  
Posted by [Creed3020](#) on Sun, 22 Feb 2004 22:02:58 GMT  
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gam3rjImdgr8onel can't believe this new thing. I was playing on renstation and for whatever reason, whenever someone repairs a beacon after a few seconds it goes to full health, thus making it impossible to repair. Has anyone else seen or experienced this? And what is going on!!!! The guy who layed the beacon has been around for awhile.

Ugh, this makes renny no more fun.

Don't play there anymore then, I got banned from there because I killed Micro\$oft. No joke.

I also was banned. I went through the proper channels and got nothing but people telling me I was wrong. I killed 5 people with a sniper rifle spawn, while I was a mingunner.

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Subject: Self-repairing beacons  
Posted by [IRON FART](#) on Mon, 23 Feb 2004 02:01:35 GMT  
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sniper12345  
Ok, because I do recall playing RenAlert, and having the beacon restore health by a little sometimes...

What would a beacon be classified as? Turrets are vehicles, people are people buildings are buildings. Beacons are ... ?

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Subject: Self-repairing beacons

Posted by [loser99](#) on Mon, 23 Feb 2004 02:43:16 GMT

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are you guys sure this doesnt work on other servers? it may be just a bug... which is even worse cause EA will never patch it

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