Subject: 'sneaky' beacon placement
Posted by Anonymous on Wed, 17 Apr 2002 08:36:00 GMT

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quote:Originally posted by Absynthe:Last night I saw a rather irritating beacon placement that I would consider a game bug rather than strategy.The map was Volcano and somehow one of the GDIs got a beacon inside our powerplant. It was "embedded" into a purchase terminal. None of the engineers, including myself, could disarm it because the game kept highlighting the purchase terminal assuming we wanted to buy something.I think what he did was jump onto a small lip that is part of the bottom half of the terminal. Its enough surface to drop a beacon onto.This type of beacon placement really bothers me. I hope it's considered abuse of a bug, since I can be an engineer standing right next to it.. looking at it, but still can't disarm it.