
Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by [danpaul88](#) on Sat, 02 Jul 2005 13:34:15 GMT
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Renx wrote on Sat, 02 July 2005 00:27danpaul88 wrote on Fri, 01 July 2005 15:59but if people planted multiple hunter seeker beacons then there would be swarms of them coming...and disarming the beacon would mean it would come and dissappear...although i guess thats not much different to renegade where if you disarm at the last second the nuke / ion cannon still attacks, but no damage is done...

You do realize that when you plant multiple beacons in renegade, multiple nukes/ions come, and when you disarm the beacon the nuke/ion blast disappears, right?

Although if it were made so the hunter seeking out the target was not just an animation, it could probably be made so if a beacon was disarmed then the hunter would explode where it was while on its way to the beacon.

It depends, if you disarm when the nuke is about 10 meters above you and about to detonate then it still comes down and the mushroom cloud appears, but no damage is done, it depends how soon you disarm it...not 100% sure bout the ion cannon but i think its the same,...
