
Subject: Proxy mines

Posted by [General Havoc](#) on Fri, 07 Nov 2003 19:10:25 GMT

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Aside from that it plices a big electric lightning beam at 0,0,0 on your map and whenever you place a mine on the terrain it gets sucked into it. IT is to do with the repair pad setup, you can get around it though.

Dunno about stealth mines but try attaching the stealth script to it. I can't remember which one it was but SomeRhio mentioned it not long ago, somethin like M07_Stealth_Test
