
Subject: Tunnel Beacons

Posted by [BlueThen](#) on Sat, 16 Sep 2006 21:05:22 GMT

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God, I keep seeing n00bs using tunnel beacons when the rules clearly say NO TUNNEL BEACONS, while they KNOW that tunnel beacons don't work. Even 20 tunnel beacons! You'd be having over 20 techs at the ref (or what ever building is closest to the tunnel beacons).

I'm wondering if Westwood can make an area in the tunnels to disable beacons right when it is deployed. Just to make the game more fair. It'd get rid of some n00bs and have most of them play MORE FAIR.

Subject: Re: Tunnel Beacons

Posted by [jnz](#) on Sat, 16 Sep 2006 21:11:32 GMT

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i you could set up a script zone and if the preset of a beacon enters it all beacons by the player currently in the zone would disarm.

just a sugesion

Subject: Re: Tunnel Beacons

Posted by [danpaul88](#) on Sat, 16 Sep 2006 21:22:38 GMT

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bluethen wrote on Sat, 16 September 2006 22:05 I'm wondering if Westwood can make an area in the tunnels to disable beacons right when it is deployed.

This would be the same westwood which was shut down years ago by EA, right?

Subject: Re: Tunnel Beacons

Posted by [Zion](#) on Sun, 17 Sep 2006 00:43:08 GMT

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Night Regulator has a new "!disarm <player>" command to disarm any beacons by the player.

Raw command is "disarmb <id>".

Subject: Re: Tunnel Beacons

Posted by [nopol10](#) on Sun, 17 Sep 2006 10:20:38 GMT

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Mods themselves are missing when tunnel beaconing is happening, so what is the point of that command?

Subject: Re: Tunnel Beacons
Posted by [danpaul88](#) on Sun, 17 Sep 2006 10:21:19 GMT
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on brenbot 1.43 you can use

!fds disarm (id)

to do the same thing from IRC.

Subject: Re: Tunnel Beacons
Posted by [EvilWhiteDragon](#) on Sun, 17 Sep 2006 11:04:10 GMT
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well not only that , but more how do you determine which player it is before the ion detonated ?

Subject: Re: Tunnel Beacons
Posted by [danpaul88](#) on Sun, 17 Sep 2006 11:26:52 GMT
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[BEACON] xyz depolyed an ion cannon beacon

In the IRC channel when BRenBot is running with ssaow enabled.

Then

!pi xyz

will get you their ID

Subject: Re: Tunnel Beacons
Posted by [Hex](#) on Sun, 17 Sep 2006 11:31:44 GMT
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This does not work for me with 1.43

Subject: Re: Tunnel Beacons

Posted by [danpaul88](#) on Sun, 17 Sep 2006 11:33:01 GMT

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which part of it? The beacon messages? You need SSAOW 1.5 for those, earlier versions do not seem to log them.

Subject: Re: Tunnel Beacons

Posted by [Zion](#) on Sun, 17 Sep 2006 13:05:06 GMT

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And Dan, it's "disarmb" since "disarm" will disarm their c4/timed.

disarm <id> = Remote C4 and Timed C4.

disarmp <id> = Proximity C4.

disarmb <id> = Beacons.

Subject: Re: Tunnel Beacons

Posted by [jnz](#) on Sun, 17 Sep 2006 13:45:02 GMT

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Merovingian wrote on Sun, 17 September 2006 14:05: And Dan, it's "disarmb" since "disarm" will disarm their c4/timed.

disarm <id> = Remote C4 and Timed C4.

disarmp <id> = Proximity C4.

disarmb <id> = Beacons.

i ment disarm as the verb.

doesn't this gut want it so you can't put beacons in a tunnel?

Subject: Re: Tunnel Beacons

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 17 Sep 2006 15:51:50 GMT

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I'm surprised people still think tunnel beacons actually work. Most of the time it'll just take off 2-4 squares, it's very rare to see it go down in a great amount.

Subject: Re: Tunnel Beacons

Posted by [matty3k10](#) on Sun, 17 Sep 2006 16:20:08 GMT

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Sorry about going off topic, but where can I get Brenbot 1.43? Or cant I :\

Subject: Re: Tunnel Beacons

Posted by [futura83](#) on Sun, 17 Sep 2006 16:22:17 GMT

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[NEFobby[GEN] wrote on Sun, 17 September 2006 16:51]I'm surprised people still think tunnel beacons actually work. Most of the time it'll just take off 2-4 squares, it's very rare to see it go down in a great amount.

still, ive had it on field once where i was nod and the tunnels were mined and we couldn't enter it.

GDI planted enough beacons in the tunnel close enough to the ref, that even having about 10-15 people repairing the ref couldn't save it

Subject: Re: Tunnel Beacons

Posted by [danpaul88](#) on Sun, 17 Sep 2006 16:26:50 GMT

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Then you throw 2 or 3 engies or soldiers into the mines to defuse them all (explosive style), then follow them thru to disarm beacons

Subject: Re: Tunnel Beacons

Posted by [cmatt42](#) on Sun, 17 Sep 2006 16:47:51 GMT

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[NEFobby[GEN] wrote on Sun, 17 September 2006 10:51]I'm surprised people still think tunnel beacons actually work. Most of the time it'll just take off 2-4 squares, it's very rare to see it go down in a great amount.

Oh, please. I've won many a game for my team by a last-minute tunnel beacon.

Subject: Re: Tunnel Beacons

Posted by [BlueThen](#) on Sun, 17 Sep 2006 16:48:38 GMT

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I still think tunnel beacons should be considered cheating. It's like b2b and hacking.

Subject: Re: Tunnel Beacons

Posted by [danpaul88](#) on Sun, 17 Sep 2006 16:51:20 GMT

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so placing a beacon where it does little damage, but is in an easily defendable position is comparable to a hack which lets you kill buildings with a pistol?...

Often tunnel beacons are not to destroy the building, but a last ditch effort to get enough points to take / retain the lead in a close points game...

Subject: Re: Tunnel Beacons

Posted by [cmatt42](#) on Sun, 17 Sep 2006 16:51:31 GMT

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bluethen wrote on Sun, 17 September 2006 12:48 I still think tunnel beacons should be considered cheating. It's like b2b and hacking.

I suppose we should get rid of rocket launchers, too. You know, since they do damage even without a direct hit.

Subject: Re: Tunnel Beacons

Posted by [futura83](#) on Sun, 17 Sep 2006 16:51:41 GMT

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bluethen wrote on Sun, 17 September 2006 17:48 I still think tunnel beacons should be considered cheating. It's like b2b and hacking.

i wouldnt compare it to hacking.

but westwood left it possible, so it cant be unfair...

Subject: Re: Tunnel Beacons

Posted by [danpaul88](#) on Sun, 17 Sep 2006 16:53:51 GMT

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cmatt42 wrote on Sun, 17 September 2006 17:51 bluethen wrote on Sun, 17 September 2006 12:48 I still think tunnel beacons should be considered cheating. It's like b2b and hacking. I suppose we should get rid of rocket launchers, too. You know, since they do damage even without a direct hit.

and the obelisk for that matter, it h4x and can kill 2 people at once if they are next to each other! heh

Subject: Re: Tunnel Beacons

Posted by [cmatt42](#) on Sun, 17 Sep 2006 16:55:22 GMT

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danpaul88 wrote on Sun, 17 September 2006 17:53cmatt42 wrote on Sun, 17 September 2006 17:51bluethen wrote on Sun, 17 September 2006 12:48I still think tunnel beacons should be considered cheating. It's like b2b and hacking.

I suppose we should get rid of rocket launchers, too. You know, since they do damage even without a direct hit.

and the obelisk for that matter, it h4x and can kill 2 people at once if they are next to each other! heh

Then we have to take away the Ramjet, too! It can shoot and kill two people with one round!

Also, C4 explodes in a large radius, and I nearly forgot about that! We can't have that either!

Subject: Re: Tunnel Beacons

Posted by [danpaul88](#) on Sun, 17 Sep 2006 16:57:57 GMT

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anyway, in all seriousness many servers will not allow tunnel beacons, so if you don't like them find a server where they are not allowed.

If you classify every strategy or tactic which involves being a bit sneaky (EG placing a beacon in tunnels to get points from damaging ref) you would end up with a very boring game...

Subject: Re: Tunnel Beacons

Posted by [cmatt42](#) on Sun, 17 Sep 2006 17:00:11 GMT

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Oh, and you should also force people to be touching the building when they plant a beacon; they can't be close to it, oh no! That would be hacking!

Subject: Re: Tunnel Beacons

Posted by [danpaul88](#) on Sun, 17 Sep 2006 17:01:17 GMT

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cmatt42 wrote on Sun, 17 September 2006 18:00Oh, and you should also force people to be touching the building when they plant a beacon; they can't be close to it, oh no! That would be hacking!

and placing a beacon in the space between two buildings so it kills one and seriously damages the other, or even kills both, is worthy of being banned from ever playing on renegade again! such evil hacking!

Subject: Re: Tunnel Beacons

Posted by [EvilWhiteDragon](#) on Sun, 17 Sep 2006 17:28:58 GMT

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danpaul88 wrote on Sun, 17 September 2006 18:51so placing a beacon where it does little damage, but is in an easily defendable position is comparable to a hack which lets you kill buildings with a pistol?...

Often tunnel beacons are not to destroy the building, but a last ditch effort to get enough points to take / retain the lead in a close points game...

Fortunately killing a building by cheats isnt posible This is because the server checks your damage when you fire at buildings.

Subject: Re: Tunnel Beacons

Posted by [Zion](#) on Sun, 17 Sep 2006 18:12:50 GMT

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help-linux wrote on Sun, 17 September 2006 14:45Merovingian wrote on Sun, 17 September 2006 14:05And Dan, it's "disarmb" since "disarm" will disarm their c4/timed.

disarm <id> = Remote C4 and Timed C4.

disarmp <id> = Proximity C4.

disarmb <id> = Beacons.

i ment disarm as the verb.

doesn't this gut want it so you can't put beacons in a tunnel?

That was directed to Dan Paul. Sorry if i mislead you.

Subject: Re: Tunnel Beacons

Posted by [jnz](#) on Sun, 17 Sep 2006 18:21:14 GMT

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oh, lol my first name is dan.

Subject: Re: Tunnel Beacons

Posted by [Jonty](#) on Mon, 18 Sep 2006 14:25:36 GMT

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Another thing that is worse is when there's a map that has flying vehicles but the maker didn't put stairs to the parts of the building, so if someone plants a beacon on top of the HON, for instance, nobody can disarm it unless they buy a helicopter and fly up there.

Subject: Re: Tunnel Beacons

Posted by [LR01](#) on Mon, 18 Sep 2006 15:38:10 GMT

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never played such map, what maps dont have ramps then?

Subject: Re: Tunnel Beacons

Posted by [EvilWhiteDragon](#) on Mon, 18 Sep 2006 15:55:39 GMT

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Jonty wrote on Mon, 18 September 2006 16:25Another thing that is worse is when there's a map that has flying vehicles but the maker didn't put stairs to the parts of the building, so if someone plants a beacon on top of the HON, for instance, nobody can disarm it unless they buy a helicopter and fly up there.

That's just a fan map that shouldnt be played
