
Subject: Accurate Mining
Posted by [Veyrdite](#) on Sat, 20 Oct 2007 02:32:33 GMT
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Proxy mining isn't accurate and my mines always end up where they shouldn't be. What is the most accurate position to mine from? \angle, 3rd or first person etc.

proxy accuracy+lag=Disastrous mining

Subject: Re: Accurate Mining
Posted by [Lone0001](#) on Sat, 20 Oct 2007 02:38:51 GMT
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I would say it would be easier to mine at 3rd person and whenever u do lag a bit just stop for sec till it goes away

Subject: Re: Accurate Mining
Posted by [Starbuzz](#) on Sat, 20 Oct 2007 03:41:34 GMT
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The most accurate position to mine is 3rd person. Also when doing so, make sure you are looking OVER your Hottie/Techie and not looking behind them. It will give you improved visibility.

Wrong way: Visibility obscured a bit; you may mine wrongly.

Right way: more visibility in front of you and accuracy is guranteed.

Well, what does lag not mess up? I hate lag when mining...nothing pisses me off more then seeing 1 mine fall over another.

Subject: Re: Accurate Mining
Posted by [Lone0001](#) on Sat, 20 Oct 2007 14:44:58 GMT
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wow u mine good

Subject: Re: Accurate Mining
Posted by [Starbuzz](#) on Sat, 20 Oct 2007 17:37:29 GMT
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{SB}Lone0001 wrote on Sat, 20 October 2007 09:44wow u mine good

No. Those were simply rushed to get the screenshots. The same cannot be said when I mine during online games.

Thanks for your comment...+1 post.

Subject: Re: Accurate Mining
Posted by [GsXr1400](#) on Sun, 21 Oct 2007 03:22:17 GMT
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put them behind the top of the doors gG

Subject: Re: Accurate Mining
Posted by [Veyrdite](#) on Sun, 21 Oct 2007 04:47:14 GMT
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I made the tactic of putting them behind doors on walls up!
Search it. Mining above doors.

Subject: Re: Accurate Mining
Posted by [havoc9826](#) on Sun, 21 Oct 2007 04:57:16 GMT
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That's good unless the enemy has time to stand on the outside of the wall to detonate the mines through it, rather than rushing in and letting them all go off. This significantly reduces the damage done. Both floor and wall mines can be detonated prematurely, and whenever I'm rushing a building by myself or with only one person as backup, I'll detonate as many as possible through the wall.

Subject: Re: Accurate Mining
Posted by [Veyrdite](#) on Sun, 21 Oct 2007 06:16:24 GMT
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Good point, even 50 mines in a pile kills one person and lets the others through

Subject: Re: Accurate Mining
Posted by [Herr Surth](#) on Sun, 21 Oct 2007 07:24:40 GMT
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Quote:I made the tactic of putting them behind doors on walls up!
Search it. Mining above doors. you can simply duck and they wont explode...

Subject: Re: Accurate Mining
Posted by [Veyrdite](#) on Sun, 21 Oct 2007 09:00:17 GMT
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...and get owned by base defenses or another player as you're too slow

Subject: Re: Accurate Mining
Posted by [Herr Surth](#) on Sun, 21 Oct 2007 09:11:20 GMT
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talking about non basedefences... if basedefences are on, you dont go on foot at all i think

Subject: Re: Accurate Mining
Posted by [Jamie or NuneGa](#) on Sun, 21 Oct 2007 12:54:56 GMT
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[quote title=Surth wrote on Sun, 21 October 2007 02:24 you can simply duck and they wont explode...[/quote]

only works if the mines were placed high up... otherwise ya usually get killed... if mines are on edge of door frame then ya will die

Subject: Re: Accurate Mining
Posted by [Herr Surth](#) on Sun, 21 Oct 2007 12:56:06 GMT
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or you can duck and repair them.

Subject: Re: Accurate Mining
Posted by [GsXr1400](#) on Sun, 21 Oct 2007 12:59:28 GMT
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rofl like your gona no they are there.

Subject: Re: Accurate Mining

Posted by [Herr Surth](#) on Sun, 21 Oct 2007 14:01:32 GMT

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yeah i do cos n radar!

how many people in cws do it anyhow?

Subject: Re: Accurate Mining

Posted by [Jamie or NuneGa](#) on Sun, 21 Oct 2007 14:54:30 GMT

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i messed up the quote...

Subject: Re: Accurate Mining

Posted by [Tunaman](#) on Sun, 21 Oct 2007 15:36:11 GMT

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Surth wrote on Sun, 21 October 2007 10:01yeah i do cos n radar!

how many people in cws do it anyhow?

basically just people from SoQ, they still havent realized that when they stack them like that you can just repair 1 and they're all gone lol

Subject: Re: Accurate Mining

Posted by [DeAd3yE11](#) on Thu, 25 Oct 2007 05:05:24 GMT

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tunaman = #1 mine bitch

but he's also good with everything else

Subject: Re: Accurate Mining

Posted by [Matix101](#) on Thu, 25 Oct 2007 20:08:06 GMT

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Dthdealer wrote on Sat, 20 October 2007 23:47I made the tactic of putting them behind doors on walls up!

Search it. Mining above doors.

You made the topic buddy..

I made the tactic the day it came out

Subject: Re: Accurate Mining

Posted by [puddle_splasher](#) on Mon, 29 Oct 2007 10:05:53 GMT

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BartGg wrote on Sat, 20 October 2007 22:22put them behind the top of the doors gG

Obviously a noob

Subject: Re: Accurate Mining

Posted by [Starbuzz](#) on Mon, 29 Oct 2007 17:53:44 GMT

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Matix101 wrote on Thu, 25 October 2007 15:08Dthdealer wrote on Sat, 20 October 2007 23:47I made the tactic of putting them behind doors on walls up! Search it. Mining above doors.

You made the topic buddy..

I made the tactic the day it came out

I guess you need a prize now? LMAO!

Subject: Re: Accurate Mining

Posted by [The Elite Officer](#) on Tue, 30 Oct 2007 15:41:00 GMT

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I find it easier to mine in 3rd person while crouching.

Subject: Re: Accurate Mining

Posted by [Veyrdite](#) on Sat, 03 Nov 2007 02:47:05 GMT

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Good point, you're lower then

Subject: Re: Accurate Mining

Posted by [qwertwert125](#) on Mon, 26 Nov 2007 18:08:37 GMT

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GsXr1400 wrote on Sat, 20 October 2007 23:22put them behind the top of the doors gG

i just have to say, i love you for stateing this (in a non gay way TYVM)

if theyre visible, then they get disarmbed, or wierd random thingys.... *shuts up*
