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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Tue, 02 Apr 2002 07:42:00 GMT

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This "useful" tactic can be used to destroy the hand of nod. Take any tank and a beacon and drive over to the HON park the tank right next to the entrance slopes. Go up onto the slopes and jump from one onto your tank, when on it deploy your beacon. Get in the tank and drive off, leaving it floating in mid-air. This is a useful(ish) trick as it can confuse people as to the whereabouts of the

xlroguelx ][ April 04, 2002: Message edited by: xlroguelx ]

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Fri, 10 May 2002 13:27:00 GMT

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That is a Nuke Beacon, smart guy...

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Fri, 10 May 2002 13:29:00 GMT

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notice he did it in mpp... and he didnt want to destroy the obby, so he did it the cheap way...

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Fri, 10 May 2002 15:47:00 GMT

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BTW if you put it like that it is to war away to get it right it will just take a few bloks off.

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Fri, 10 May 2002 16:02:00 GMT

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Personly I dont think it would be too hard to disarm... Its floating about in the middle of the base... only n00bs wouldn't see it... wait good play since 90\% of the people I play against/with are n00bs.(please forgive any bad spelling i'm very tired)

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Fri, 10 May 2002 16:11:00 GMT

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quote:Originally posted by xloguelx:This "useful" tactic can be used to destroy the hand of nod.Take any tank and a beacon and drive over to the HON park the tank right next to the entrance slopes.Go up onto the slopes and jump from one onto your tank, when on it deploy your beacon.Get in the tank and drive off, leavnig it floating in mid-air.This is a useful(ish) trick as it can confuse people as to the where-abouts of the beacon and is also slightly harder to difuse.

xloguelx ]Nice circle

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Fri, 10 May 2002 19:04:00 GMT

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Floating C4 at the door is a lot more useful than this. The floating C4 and knock most units down to red and They cannot aviod getting a explosion at head height.

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Sat, 11 May 2002 01:01:00 GMT

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quote:Originally posted by xloguelx:This "useful" tactic can be used to destroy the hand of nod.Take any tank and a beacon and drive over to the HON park the tank right next to the entrance slopes.Go up onto the slopes and jump from one onto your tank, when on it deploy your beacon.Get in the tank and drive off, leavnig it floating in mid-air.This is a useful(ish) trick as it can confuse people as to the where-abouts of the beacon and is also slightly harder to difuse.

xloguelx ]Are you kidding? That is far easier to see/disarm than if had put somewhere inside. In addition, it takes more effort to get it there.

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Sat, 11 May 2002 06:31:00 GMT

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quote:Originally posted by Kirovy1234:Nice circle But it is a little mesed up at the bottom

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Sat, 11 May 2002 10:21:00 GMT

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That's really the most obvious place I've ever seen.BTW - did anyone else notice that he made this topic on April 2nd? Why the hell would someone bump this? Maybe he just edited the message.

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Sat, 11 May 2002 13:18:00 GMT

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quote:Originally posted by smwScott:That's really the most obvious place I've ever seen.BTW - did anyone else notice that he made this topic on April 2nd? Why the hell would someone bump this? Maybe he just edited the message.No, can't you see the edits are labeled April 2nd and April 4th, I think we should blame AnarmEof1 ,no?

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Sat, 11 May 2002 13:27:00 GMT

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quote:Originally posted by Super Dan:But it is a little mesed up at the bottomBtw, I think he was being sarcastic, correct me if I'm wrong.

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Sat, 11 May 2002 19:26:00 GMT

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I used the console command in MP practice, put a chameleon under the Hand window, jumped on, set a nuke beacon, then drove the tank away and sat underneath in 1st person view.I wanted a up close of what being in a nuke blast looked like. The computer lagged, and I died in a flash of light, and saw the legs of my corpse sitting in the cloud.You all have to try it someday. It's a fun waste of time (try this in MP, not in a regular game)

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Sat, 11 May 2002 23:24:00 GMT

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quote:Originally posted by eae:Btw, I think he was being sarcastic, correct me if I'm wrong.BTW he was to.

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Subject: Floating Ion Beacon

Posted by [Anonymous](#) on Sun, 12 May 2002 01:59:00 GMT

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quote:Originally posted by Winsett Z:I used the console command in MP practice, put a chameleon under the Hand window, jumped on, set a nuke beacon, then drove the tank away and sat underneath in 1st person view.I wanted a up close of what being in a nuke blast looked like. The computer lagged, and I died in a flash of light, and saw the legs of my corpse sitting in the cloud.You all have to try it someday. It's a fun waste of time (try this in MP, not in a regular

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game)You know MP is no specific word. Some people mean multiplayer and others mean multiplayer practice, I think everyone should say which one they mean to avoid misunderstandings.

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Subject: Floating Ion Beacon  
Posted by [Anonymous](#) on Sun, 12 May 2002 18:48:00 GMT  
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I thought MP meant Multiplayer and MPP meant Multiplayer Practice.

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Subject: Floating Ion Beacon  
Posted by [Anonymous](#) on Mon, 13 May 2002 10:56:00 GMT  
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quote:Originally posted by whale gamer:I thought MP meant Multiplayer and MPP meant Multiplayer Practice.I've only seen cliffkik0 use the word "mpp".

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Subject: Floating Ion Beacon  
Posted by [Anonymous](#) on Mon, 13 May 2002 17:47:00 GMT  
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This is old news. I've done it before myself. This works for both beacons. Beacons are the only thing that can't be placed on a moving object. I've tried it by placing one on my own vehicle. I thought I could place one on my APC and time it just right so that it would go off when I get myself parked next to the Oblisk or another structure. Unfortunately, it didn't work. I tried placing it on another person... same thing. Oh well, a good idea gone bad.

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Subject: Floating Ion Beacon  
Posted by [Anonymous](#) on Tue, 14 May 2002 05:19:00 GMT  
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quote:Originally posted by ToyMan69X:This is old news. I've done it before myself. This works for both beacons. Beacons are the only thing that can't be placed on a moving object. I've tried it by placing one on my own vehicle. I thought I could place one on my APC and time it just right so that it would go off when I get myself parked next to the Oblisk or another structure. Unfortunately, it didn't work. I tried placing it on another person... same thing. Oh well, a good idea gone bad.wait untill a mod comes out...

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