
Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 02:50:00 GMT
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nice proble, but imagine this: undisarmable Nuklear-beacons.... you know how?go to GDI-barracks, stand right in front of a PT and jump forward... now u should stand inside the terminal, now you may deploy your beacon..... and enjoy looking them by searching for the beacon....

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 03:03:00 GMT
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i just tryid that it dosent work but when you go into the war factory plant the beacon behind the controll panel near the window u cant see it

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 03:18:00 GMT
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well, if i do that it always works, i dont know why it shouldnt work?

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 03:33:00 GMT
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ok i jump up but i dont hop onto it that only works with the mct not the pt

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 03:48:00 GMT
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Aaahhh **** now everybody knows it....Please don't use these this are bugs it's not fair.Sometimes it's already the problem finding that beacon and disarming it. If you can't disarm it the game is no good anymore.

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 04:30:00 GMT
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I agree. Spreading the news of bugs is pathetic. It shows that you are proud of some kind of exploit-cheat and want to share it. That you use it shows that you are not good enough to win the game without exploit-cheats, but would rather laugh at people because of your cheating. This makes you a complete a\$\$hole. It's like you have resigned yourself from being human and have become just a big dark hairy hole. People like you have two options, change your ways, or be caught by the police for something you thought you could get away with and enjoy your hole being prodded by Bubba, your prison inmate. I say this because cheating in a game is a character flaw, and it shows that you are all too accustomed to looking for ways to walk over people. One day, you will find that your daddy is a police officer and he's got a gun and the law and you will serve time for trying to CHEAT your way out of anything that crosses your path in life that you think should be yours without earning it. I hope you've thought about this. Cheating in a game is a reflection of what you represent as a person. To us that play these games fairly, you are nothing but s*** that we will be happy to read about in the paper when you mess up in the real world.

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 05:04:00 GMT
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Zeph is pretty much right, a little ^nal, but right on. Earn your stipes fellas, you'll feel better about your scores.PS, don't even think about stealing teammates tanks.
http://www.neurotoxin.net/~jsbehr/WAVS_VIDS/Movies/JohnnyDangerously/FarginTrick.wav[April 26, 2002: Message edited by: SgtZim]

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 06:33:00 GMT
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amen brother

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 06:35:00 GMT
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The PT bug was fixed in the patch. It worked before - now it doesn't.

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 07:48:00 GMT
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quote:Originally posted by Devon:The PT bug was fixed in the patch. It worked before - now it doesn't.yup...good thing too

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 10:19:00 GMT
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I do agree with most of this except a few - 1. i have seen the nuke beacons by the control panel in the weapons shop and there is nothing wrong with putting them there - its perfectly disarmable and anyone in the place where the vehicles come out can see it clear as day (its just the fact no one really goes in there)2. setting them on top of the infantry barracks in the field map (i think) - places where you can get that arent a glitch (ie - someone standing halfway into your computer screen would be a glitch (thus you cant stand on the wall terminals)) should be fine to set them in

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 12:03:00 GMT
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Hi all, Sometimes I find there are timed c4's place on the MCT's so well placed that are undisarmable, eventhough they are clearly visible. Should that be fixed in the next patch?

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 13:12:00 GMT
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I talked about that in my tactics post from a while ago, i also found it works real good if you can plant the c4 directly on top of the nuke beacon - that way if the engines in a rush they try to ignore the c4 but the target keeps switching between the two inevitable forcing them to disarm the c4 - plus it will blow up if they ignore it too long! remember one level i snuck into the gdi base and set one behind the infantry barracks, i protected it for a bit but they i had a gunner, a tank and three engines after me and the nuke - about 3 seconds after i died my c4 went off and killed all the engines leaving it enough time to go off

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 13:14:00 GMT
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This reminds me - i rarely ever do it because it requires bringing a tech along with a nuke and thats too risky in my view, but heres what you do. plant the nuke in a place where you will have a bit of time - then as soon as it is placed COVER it in first timed c4 (2) then remote (2) then all your proxys - if you can do it quick enough and good enough by the time the engines get to it you can kill most of them and the rest have trouble just seeing the nuke beacon

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 19:40:00 GMT

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why don't you just place the prox c4 and remote first? If it's in a spot that is rarely taken you should find this much easier.

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 20:51:00 GMT
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quote:Originally posted by][=-SeRpEnT=-][:i just tryid that it dosent work but when you go into the war factory plant the beacon behind the controll panel near the window u cant see itThis is dangerous. Technically being behind that control panel AND in certain situations in the back puts you in the vehicle creation field and you get squished if someone buys a vehicle. You've been warned - still, it's worth it if you can plant it there.

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 21:46:00 GMT
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Those c4's on the MCT are not un-targetable, just annoying. You just have to keep moving around until you find a spot it will let you disarm in.

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Fri, 26 Apr 2002 23:48:00 GMT
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quote:Originally posted by destruyax:This is dangerous. Technically being behind that control panel AND in certain situations in the back puts you in the vehicle creation field and you get squished if someone buys a vehicle. You've been warned - still, it's worth it if you can plant it there.i learned that lesson the hard way. On island i kept on trying to plant beacon but pop i died with no death message, happend for 5 times and i didnt' know what was going on. When i was on gdi again on that map i bought a mammi tookt he right side of weapons then suddeny i blow up and hear "Unit created" and a humvee rolls out, then i figured out why i died while planint nuke

Subject: Undisarmable timed c4's!
Posted by [Anonymous](#) on Sat, 27 Apr 2002 00:12:00 GMT
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You know when placing a nuke always have the disarming engineers in dilema.find as closed up an area as possible...plant a timed C4 then plant the nuke....engineers come ignore the C4 go for the nuke... result:1/2 disarmed nuke... 2 engineers and 1 building in pieces....(helps to stick around and distract engineers with gun fire)engineer goes for C4... (kill the guy going for the

nuke)... stand in front of the nuke and make like a palestinian suicided bomber.result: 1 building in pieces... and you in it...

Subject: Undisarmable timed c4's!

Posted by [Anonymous](#) on Sat, 27 Apr 2002 10:00:00 GMT

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quote:Originally posted by generalfox:why don't you just place the prox c4 and remote first? If it's in a spot that is rarely taken you should find this much easier.Because sooner or later someones going to find you and you generally want to get the nuke beacon off sooner than later
