
Subject: A serious(and useful) bug!

Posted by [Anonymous](#) on Sun, 09 Jun 2002 09:41:00 GMT

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Sorry if you already know this,but on city_flying(maybe working on some other maps),if you go under the left ramps of the GDI barracks(the left ones if you look at the doors),to the center of that area,you become invisible(at least on my server with my friend)! And if you plant a beacon in that place,go over it and stand there,it becomes invisible too!

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Posted by [Anonymous](#) on Sun, 09 Jun 2002 09:58:00 GMT

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weird. That deosn't happen on Walls thats for sure. Beacons all over the barracks on that map

Subject: A serious(and useful) bug!

Posted by [Anonymous](#) on Mon, 10 Jun 2002 01:47:00 GMT

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confirmed!

Subject: A serious(and useful) bug!

Posted by [Anonymous](#) on Mon, 10 Jun 2002 01:58:00 GMT

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Now that will be the first place people look. Good work.VIS data must have been bugged.

Subject: A serious(and useful) bug!

Posted by [Anonymous](#) on Mon, 10 Jun 2002 02:02:00 GMT

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Cool. Stealth hotwires. Thats better than Sbh with nukes!Hand of nod under att... Hand of Nod destroyed

Subject: A serious(and useful) bug!

Posted by [Anonymous](#) on Mon, 10 Jun 2002 10:18:00 GMT

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I've already posted about this (I think I was the first) a long time ago. It doesn't seem to work all that great in some experences. Also, if you noticed, once invisible the beacon can't be disarmed,

so don't use this cause if it works on the net (I don't think it does), it's horribly ***.

Subject: A serious(and useful) bug!
Posted by [Anonymous](#) on Mon, 10 Jun 2002 12:27:00 GMT
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Confirmed!Only on City_flying,under left ramps the area with the hole in it!

Subject: A serious(and useful) bug!
Posted by [Anonymous](#) on Mon, 10 Jun 2002 13:00:00 GMT
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and i thought it was just me

Subject: A serious(and useful) bug!
Posted by [Anonymous](#) on Mon, 10 Jun 2002 23:04:00 GMT
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actually u can disarm the beacn, just find the right angle
