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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 11:13:00 GMT  
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on the map C&C\_City\_Flying.mix if u go under the LEFT side of the barracks, under the stairs and behind that little wall thing, u go invisible! if u plant a beacon there its also invisible, just stay under that part an u will both b cloaked, i dont think ne1 else can see u either...

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 13:30:00 GMT  
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Why are you making this information available to the public? Are you encouraging people to use this method in order to cheat? Please Delphi, delete this thread immediately. We don't need a million more n00bs trying to exploit this bug.

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 13:53:00 GMT  
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i was saying it so delphi and co cud try and fix it asap.

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 14:10:00 GMT  
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It is so much easier to steal C4's tank and just park on top of the beacon. Why go to all the trouble and hassle of going around the corner of the barracks?

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 14:18:00 GMT  
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i dunno, i was tired an' all, i wanted ww to fix it...

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 14:43:00 GMT  
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This exploit doesnt work because people still see your shadow.

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 15:09:00 GMT  
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i think shadowgoes aswell, anyway, if u saty behind the little wall, ur shadow cant b seen

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 18:00:00 GMT  
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Um, You still see a shadow though.

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 18:23:00 GMT  
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actualy u can sill see the becan at an angle and u can see ur shadow

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 21:59:00 GMT  
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posted July 20, 2002 by Jeg 14:10

----- It is so much easier to steal C4's tank and just park on top of the beacon. Why go to all the trouble and hassle of going around the corner of the barracks? ----- Stfu Jeg, you have never even played me before stop being such a dumbas\$. I'm sure I could own your as\$ any day in Renegade. [ July 20, 2002, 22:00: Message edited by: C4miner ]

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Sat, 20 Jul 2002 23:51:00 GMT  
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less talk, more action plz

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Mon, 22 Jul 2002 19:47:00 GMT  
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He is making the community aware of this glitch, so we know how to avoid exploits of it. Thank you!

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Mon, 22 Jul 2002 21:17:00 GMT  
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Marauder, you can avoid exploits by never knowing about them in the first place. Because this information has been made public (again), n00bs now will use it.

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Tue, 23 Jul 2002 01:54:00 GMT  
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No, it doesn't become invisible unless you're standing right on top of it.

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Subject: invisible beacon bug... (or glitch)  
Posted by [Anonymous](#) on Wed, 24 Jul 2002 00:03:00 GMT  
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you guys said it was here so delphi could fix it, lmao! we all know ww wont patch this game. just look at YR for example!

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