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Subject: Re: [MOVIE] Battlefield 2142

Posted by [Jaspah](#) on Mon, 27 Mar 2006 00:06:09 GMT

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Nukelt15 wrote on Fri, 24 March 2006 11:18Quote:AT Mines don't behave like that... they're supposed destroy anything that moves near them be it on the top or bottom of it

These aren't motion sensitive mines- they're pressure sensitive, or at least they're meant to be. The detonation trigger, which must be depressed in order to explode the mine, IS ON TOP OF THE DEVICE (take a good look at the model...if you can't see it, you need new eyes). If that's how AT mines are "supposed" to work in BF2, somebody just doesn't give half of two shits about realism and believability (you know...the whole premise for having a game based on real-world technologies?). Don't say the code isn't there, either- the Claymores are programmed to only go off when something passes in front of them, so the AT mines could sure as hell be set to only go off when run over.

Meh, too much of those movies have been clogging up my mind.

Anyways, does it really matter if they do? I'm sure if you plop a mine on top of a moving vehicle that mine is going to vibrate and move and eventually may even fall off of the vehicle... wouldn't that be enough to set it off?

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