Subject: Fake Beacons And How They Are Annoying
Posted by jnz on Mon, 04 Sep 2006 17:36:15 GMT

if your playing and you hear "ion cannon beacon deployed" and you think "yes the las buildin destroyed if this goes off" and it does go off and nothing happens. it turns out one of your n00b team mates has planted a fake beacon.

i ask them why and they say that it destracts them, but does it hell! it takes 2 poeple to look and tell if is a fake.
and that can be done in seconds

Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by futura83 on Mon, 04 Sep 2006 17:39:05 GMT

that can sometimes work very well. especially if you are battling for the field; someone plants a beacon, and some people will search their base for it, which can mean people on the field will retreat which will make it easier to take the field. it can also force a few engineers out from repairing to look for it, which is useful if they have only one building.

although, it would be stupid to buy a beacon and waste it if you have no ref

Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by jnz on Mon, 04 Sep 2006 19:06:57 GMT

doesn't work, i have seen an animy beacon planted and no one retreated

Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by Ma1kel on Mon, 04 Sep 2006 20:24:07 GMT

4vs4, your team is getting pounded by Medium Tanks. You got 3000 credits, would you place that beacon to get the field back?

Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by jnz on Mon, 04 Sep 2006 21:05:32 GMT

no, because if they are pounding you they will ignore it. i have tryed this on many servers and it doesn't work.

Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by futura83 on Mon, 04 Sep 2006 22:21:03 GMT
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well then, if people are like that, it's time for some ped nuking

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Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by thrash300 on Tue, 05 Sep 2006 01:20:12 GMT
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I've never heard of a fake ION Beacon.
Commmmonn if the enemy has ONLY 1 building left and you are straped with cash well... why
not?

Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by PlastoJoe on Tue, 05 Sep 2006 05:39:51 GMT
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Happened in the game I was in today. We were closing in on GDI's Refinery and they started
majorly Ion Cannon spamming. Someone suggested that they were trying to crash the server, but
it didn't work if that was the reason.

Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by mision08 on Wed, 06 Sep 2006 02:57:12 GMT
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I can't tell you how many times I've stopped dead in my tracks to search for a fake beacon. I can't
trust anyone else to play defense so back I go. It would be nice if someone who knows it's fake or
knows that a building is clear tells the rest of the team. Only takes 10 sec for 2 people to check 2
buildings each.

Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by Veyrdite on Sun, 17 Sep 2006 09:57:21 GMT
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i think it was on the map niagra on unrules newmaps one day that nod planted (aprox) 20 nukes
at base, the server didn't crash.
and yes they all went off within 10 seconds of each other

Subject: Re: why the hell do poeple do this? it bug the hell out of me!

Posted by nel_kuan on Mon, 25 Sep 2006 09:41:29 GMT
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i don't know why people hasnt found dis out... The beacon can be seen on ur radar... If ur team plants a fake beacon, the star will be leading u to ur base but if it is a real one the star will b leading u to de enemy one

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Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by Goztow on Mon, 25 Sep 2006 11:10:04 GMT
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nel_kuan wrote on Mon, 25 September 2006 11:41i don't know why people hasnt found dis out... The beacon can be seen on ur radar... If ur team plants a fake beacon, the star will be leading u to ur base but if it is a real one the star will b leading u to de enemy one
Only if u use radar hack (or the server allows you to see both sides on the radar)...

Fake beacons do work sometimes. Combining a fake with a real nuke also does the trick.

Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by Sniper_De7 on Mon, 25 Sep 2006 11:29:29 GMT
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He was probably talking about this...
Quote:if your playing and you hear "ion cannon beacon deployed" and you think "yes the las buildin destroyed if this goes off" and it does go off and nothing happens. it turns out one of your n00b team mates has planted a fake beacon.

Normally, you can tell where the ion is by looking at your radar and just turning in teh direction it is in and noticing if it's in their base or not. I think hardly anyone actually *uses* radars. Even in CS/S people often times don't use radar, not even with this new function where it actually SHOWS where the enemy was on the radar. So it could be like 2v1 and one guy on the team of two is off doing his own thing and then his teammate dies and logically one would think that if the enemy killed his teammate,he'd be in the general vicinity of where the teammate was. but of course he instead just wanders around the map aimlessly, not even care to look at the map to see where the bombsites are, or where he's going.

Subject: Re: why the hell do poeple do this? it bug the hell out of me!
Posted by jnz on Mon, 25 Sep 2006 22:41:33 GMT
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learn somthing new everyday

Subject: Fake Beacons
Posted by BlueThen on Wed, 27 Sep 2006 02:39:44 GMT
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Well, We had one building left and were all in the base. Suddenly a beacon goes off! It took us 2 seconds to figure out that it was fake.

So here's the deal... What's the point of the beacon?!? All it does is
1. Waste 1000 credits
2. Doesn't do anything
3. Disappoints your team

When fake beacons are SUPPOSE to...

1. Scare enemies away from their base.

N00bs make no sense...

My team won.

Subject: Re: Fake Beacons
Posted by Berkut on Wed, 27 Sep 2006 03:09:22 GMT
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Most servers will kick for that.

More annoying is the beacon noise spam; repeatedly arming and unarming the same nuke. Nothing irritates me more than this.

EDIT: Erm, isn't there already a topic on this?

Subject: Re: Fake Beacons
Posted by PlastoJoe on Wed, 27 Sep 2006 04:57:30 GMT
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They're most effective against an enemy that ISN'T almost defeated. People only do that to people with one building left because they have more credits than they know what to do with and would rather waste them than contribute to the team.

Subject: Re: Fake Beacons
Posted by futura83 on Wed, 27 Sep 2006 14:59:19 GMT
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there is already a thread about stuff like this which is still on page 1.

but if you're too lazy to look:

 http://www.renegadeforums.com/index.php?t=msg&th=21144&a mp;start=0&rid=21327

Subject: Re: Fake Beacons
Posted by Ryu on Wed, 27 Sep 2006 20:12:17 GMT
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I seriously hate beacon spam, when some noob think's

"oh 2 minsleft"

plant's 10 beacons Its down right annoying

No fake beacons suck, it's not even a tactic, I know when one's real/Fake

But I have seen when it some time's works

Subject: Re: Fake Beacons And How They Are Annoying
Posted by warranto on Wed, 27 Sep 2006 20:31:34 GMT
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Merged the two topics.

My $0.02, there is a rare purpose to fake beacons, and that is to releave the pressure of a barricade at the front of the base.

However, there is a fine line between useful and not useful, such as the positioning of the beacon. Sometimes all you need is that second that people delay in figuring out if it is a fake to turn things around.

Subject: Re: Fake Beacons And How They Are Annoying
Posted by futura83 on Wed, 27 Sep 2006 20:33:28 GMT
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every second counts, and releiving pressure of a siege could bring your team together to create a good enough rush to either take back the field, or destroy an enemy building.

Subject: Re: Fake Beacons And How They Are Annoying
Posted by crazfulla on Sat, 07 Oct 2006 10:37:19 GMT
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Theres no harm in it. Ive done it heaps of times, sometimes it works others it doesn't. if you place a fake and no one retreats on field, try planting one at the ref. Chances are ... no one will retreat to disarm it

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Subject: Re: Fake Beacons And How They Are Annoying
Posted by Renerage on Wed, 11 Oct 2006 03:44:29 GMT
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Never done it, never will try it.

Seems pointless to me, when if my teams getting pounded, id rather spend the 1000, grab a raveshaw, and blow up as many fucking tanks in a click-happy railgun fest

Anyone agree?

Subject: Re: Fake Beacons And How They Are Annoying
Posted by Spoony on Wed, 11 Oct 2006 06:00:07 GMT
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Believe it or not they have their uses.

EG clanwar on Field, you're Nod and GDI's sieging you. You're having a tough time getting the meds out of the way. Someone lays a beacon in Nod base - GDI doesn't know if it's real or fake, so sometimes they'll conclude it's at the barracks or ref, and rush in. You block their rush with arties/lights and they've lost the field.

That's worth 1000 credits.

Subject: Re: Fake Beacons And How They Are Annoying
Posted by jnz on Wed, 11 Oct 2006 06:43:16 GMT
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iv seen it hundreds of times on field and it has never worked. but it depends on how many people are in a server, if there are more than 10 then it wont work. if not it mite.

Subject: Re: Fake Beacons And How They Are Annoying
Posted by Goztow on Wed, 11 Oct 2006 07:47:16 GMT
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help-linux wrote on Wed, 11 October 2006 08:43iv seen it hundreds of times on field and it has never worked. but it depends on how many people are in a server, if there are more than 10 then it wont work. if not it mite.
That's because most public players don't care about their team and/or buildings, they just want to get as many points as possible. "someone else will solve the beacon problem"