
Subject: Beacon Spam...

Posted by [Anlesauk](#) on Tue, 04 Mar 2003 16:50:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

This annoys the crap out of me! I have noticed that end of games are turning into a beacon fest on both sides. I do not understand why, if we are on a game with no base defense left and our team is down to one building, our team will continually place beacons all over the map. All you hear is the tons of noise associated with the beacons. At the same time the other team is doing the same thing and we don't know whether it is a real one in our base, or a decoy. All the extra noise going on makes it very hard to find the enemy beacon to disarm you know!?

Also, as the game is ending many people feel it is required to set off tons of beacons just to annoy us all. What is up with that?

Then there are the n00bs who love to continually start and restart a beacon placement so that the arming sound keeps going and going and going. Do people have nothing better to do than annoy us all with this crap!?

Just venting...

Subject: Beacon Spam...

Posted by [M1CH4EL](#) on Tue, 04 Mar 2003 17:13:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

I remember on Complex I was on Nod and we were losing and for about 2mins loads of Beacons were deployed from both teams (guess everyone had given up) What made me laugh one was on the ped and we ended up winning. I think they had all the buildings while we just had a Hand

Subject: Beacon Spam...

Posted by [L3f7H4nd3d](#) on Tue, 04 Mar 2003 17:22:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's a legit tactic, so don't complain. If you can get your team organized enough to plant beacons all over the map as a distraction while i'm doing it on the pedestal, the more power to you!

Subject: Beacon Spam...

Posted by [jraptor9](#) on Tue, 04 Mar 2003 18:35:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

i don't mind cept for those fools who place them all at 20 seconds to the end. doesn't hurt anything, just seems an odd thing to do.

Subject: Beacon Spam...

Posted by [NeoSaber](#) on Tue, 04 Mar 2003 18:46:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

L3f7H4nd3dlt's a legit tactic, so don't complain. If you can get your team organized enough to plant beacons all over the map as a distraction while i'm doing it on the pedestal, the more power to you!

The problem isn't when your team is planting beacons to distract the other team, the problem is when some n00b on your team is planting beacons like crazy at one of the buildings you are trying to defend from enemy beacons. All the noise from the excess beacons make it nearly impossible to find an enemy beacon by your building.

Subject: Beacon Spam...

Posted by [Anlesauk](#) on Tue, 04 Mar 2003 19:07:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

NeoSaberL3f7H4nd3dlt's a legit tactic, so don't complain. If you can get your team organized enough to plant beacons all over the map as a distraction while i'm doing it on the pedestal, the more power to you!

The problem isn't when your team is planting beacons to distract the other team, the problem is when some n00b on your team is planting beacons like crazy at one of the buildings you are trying to defend from enemy beacons. All the noise from the excess beacons make it nearly impossible to find an enemy beacon by your building.

That is exactly what I was trying to say! Thanks NeoSaber, I think the clarifies my grief...

Subject: Beacon Spam...

Posted by [K9Trooper](#) on Tue, 04 Mar 2003 19:12:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

L3f7H4nd3dlt's a legit tactic, so don't complain. If you can get your team organized enough to plant beacons all over the map as a distraction while i'm doing it on the pedestal, the more power to you!

The problem is I see this happen more on sniper servers vs All Out War. I as an admin start to kick the offenders. It disrupts the players. It also can lag the server to death when you get like 20 beacons going at once.

Subject: Beacon Spam...

Posted by [snipefrag](#) on Tue, 04 Mar 2003 19:13:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

I bet its just loads of n00bs sitting in a corner the whole game getting loads of money to buy hundreds of ion cannons at the end of the game cause they pretty lol

Subject: Beacon Spam...

Posted by [smwScott](#) on Tue, 04 Mar 2003 19:19:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've done that before. The most recent time was on City_Flying. We had lost all buildings but an obby. We were fighting them off for about 10 minutes, then we had like 2 mins on the clock so we all just planted loads and loads of beacons on both teams, was quite a spectacle.

Subject: Beacon Spam...

Posted by [Imortal](#) on Wed, 05 Mar 2003 07:48:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

uh i usually put alot and tell my team to do so for one reason, have you tried to plant a nuke if there is a constant stream of nuke explosions happening around all the "becon" spots? if your whole team plants 2 becons and you have 10 people and there is a minute left, place the becons all around a building and just about no sbh is going around that...

Subject: Beacon Spam...

Posted by [tanhm07](#) on Wed, 05 Mar 2003 09:38:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

the mods at the pits usually kick for that. i remember one game on complex where like 50 nukes were planted!!!
THE HORROR!! unfortunately, it wasn't one the pits or else that guy would have found that he has just been granted a lifelong ban!!

Subject: Beacon Spam...

Posted by [LTKirovy](#) on Wed, 05 Mar 2003 18:36:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

The problem is people who go to plant stop go to plant stop etc....

Subject: Beacon Spam...

Posted by [NeoSaber](#) on Wed, 05 Mar 2003 18:39:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Imortalhave you tried to plant a nuke if there is a constant stream of nuke explosions happening

around all the "becon" spots?

Yes, I have. It worked out great for my team because the other team couldn't hear where my beacon was with all their beacons constantly going off.

Subject: Beacon Spam...

Posted by [Griever92](#) on Thu, 06 Mar 2003 01:08:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

M1CH4ELI remember on Complex I was on Nod and we were losing and a for about 2mins loads of Beacons were deployed from both teams (guess everyone had given up) What made me laugh one was on the ped and we ended up winning. I think they had all the buildings while we just had a Hand

I think i was in that game with you, our only building left was the HON and we just kept bombarding it with Nukes to keep GDI away.
