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Subject: Re: mining behind the walls

Posted by [Veyrdite](#) on Wed, 31 Jan 2007 06:12:50 GMT

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if i am correct, some maps have no projectile col on the inside of the doorway, so you can hide them in there as well.

yeah, its really easy to get them too high, seeing as placing proxies always goes to left or right. if friendly fire was on it would do the same damage as having them on the floor as long as they dont go on the exterior of the structure. even less seeing as you place less because of the larger amount of damage caused to the head.

crouching might avoid it, but most people jump in to avoid enemy fire or defences. crouching would be really slow as well

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