
Subject: Arming a beacon with a Stealth Black Hand doesn't expose him

Posted by [flyingfox](#) on Fri, 16 Jul 2004 01:35:21 GMT

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Sometimes when ^^ lays a beacon, he keeps his stealth throughout, when it should expose him and re-stealth him after 5 seconds when the beacon is finished arming. It's a relatively small error, and I'm unsure if it happens only when Nod players are looking at him (because y'know, when did you last come across a stealthed soldier laying a beacon?).

In case you say it, it never appears to you that you've kept your stealth. But I watch them lay beacons and their suits don't uncover. Maybe just a client side error that tells you wrongly that they didn't uncover.

Subject: Arming a beacon with a Stealth Black Hand doesn't expose him

Posted by [WNxCABAL](#) on Fri, 16 Jul 2004 02:37:26 GMT

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I actually discovered to my knowledge this error later on today after I was placing a nuke on top of the WF with a SBH. I didn't think much of it at the time, but when I noticed myself being uncloaked when I threw a timed c4 AFTER I placed the nuke seemed kinda odd. So its kinda funny you bring this up.

Plz Fix

Subject: Arming a beacon with a Stealth Black Hand doesn't expose him

Posted by [Homey](#) on Fri, 16 Jul 2004 04:09:19 GMT

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Thats why sometimes you just see a nuke appear

Subject: Arming a beacon with a Stealth Black Hand doesn't expose him

Posted by [Try_lee](#) on Fri, 16 Jul 2004 10:23:41 GMT

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At the same time, why does it sound like everyone hears the nuke beacon deploy sound but only a few hear the ion cannon beacon deploy sound?

OK, I confused myself when writing that but I remember something odd about the sounds.

Subject: Arming a beacon with a Stealth Black Hand doesn't expose him

Posted by [Aircraftkiller](#) on Fri, 16 Jul 2004 22:49:22 GMT

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Nuclear Strike Beacon sounds are 2D, not 3D. That's what causes it. 2D allows everyone to hear it.

Subject: Arming a beacon with a Stealth Black Hand doesn't expose him
Posted by [Naamloos](#) on Fri, 16 Jul 2004 23:59:58 GMT

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AircraftkillerNuclear Strike Beacon sounds are 2D, not 3D. That's what causes it. 2D allows everyone to hear it.

I am happy to know that... I was looking for a way so not everyone in a game heard "level <number> security key recured"(can't spell that word)

Subject: Arming a beacon with a Stealth Black Hand doesn't expose him
Posted by [m1a1_abrams](#) on Sat, 17 Jul 2004 00:21:17 GMT

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I wonder if that was deliberate? In Tiberian Dawn you got the audible warning "nuclear missile launched" for the nuke, but the Ion Cannon always came out of nowhere. It makes sense since it's not going to show up on radar, like a missile being launched from a silo somewhere.

Subject: Arming a beacon with a Stealth Black Hand doesn't expose him
Posted by [jonwil](#) on Sat, 17 Jul 2004 00:39:11 GMT

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I dont know but I seem to recall an "ion cannon sattelite approaching" sound in TD...

Subject: Arming a beacon with a Stealth Black Hand doesn't expose him
Posted by [Deactivated](#) on Sat, 17 Jul 2004 08:47:52 GMT

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jonwill dont know but I seem to recall an "ion cannon sattelite approaching" sound in TD...

There was no warning for the Ion Cannon.

Subject: Arming a beacon with a Stealth Black Hand doesn't expose him
Posted by [Weirdo](#) on Sun, 18 Jul 2004 14:18:18 GMT

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I also found this out for myself yesterday. On field (AGT was down), a SBH tried to place a beacon behind our bar. I saw him running there, but just let him deploy for the points. When I got behind the bar, I saw the beacon, being placed, but I didn't immediately see the SBH.

Until yesterday I always thought SBH's uncloak when placing a beacon (kind of sad playing this game from the beginning but just now discovering this).

Subject: Arming a beacon with a Stealth Black Hand doesn't expose him

Posted by [kadoosh](#) on Mon, 19 Jul 2004 17:44:48 GMT

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I thought the beacon was armed while stealth. Then you come uncloaked when it is deployed. Hell i'm probably wrong.
