
Subject: Beaconing the barr from inside?
Posted by [flyingfox](#) on Sat, 21 May 2005 22:29:15 GMT
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Just discovered the leetest hiding place EVAR..

hide between the 2 doors, against the wall, inside. every noob and his granny runs past you to disarm the beacon. enemies think you're hiding around the MCT area. ahh, it was perfect...

Subject: Beaconing the barr from inside?
Posted by [csskiller](#) on Sat, 21 May 2005 23:04:56 GMT
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lol now ill consider checking there

Subject: Beaconing the barr from inside?
Posted by [blinky_182](#) on Sun, 22 May 2005 03:58:03 GMT
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Some ppl can also notice that the doors are open when no one iis visable inside. But yes that is a good spot as not many ppl think to check there.

Subject: Beaconing the barr from inside?
Posted by [BumishBk](#) on Sun, 22 May 2005 21:31:32 GMT
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People will not check here at first... but as soon as they go inside the bar and turn around they will see it... plus the beacon gets louder the closer you are to it... they would find the beacon here quite easily. Creative idea though

Subject: Beaconing the barr from inside?
Posted by [flyingfox](#) on Sun, 22 May 2005 22:44:00 GMT
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no no I mean you put the beacon somewhere further inside the bar, like the pedestal, and hide in between those doors up against the wall. if they don't find you they might think you have gone or died somehow, so you can then whip out your pistol and headshot the disarming engineers

Subject: Beaconing the barr from inside?
Posted by [BumishBk](#) on Mon, 23 May 2005 00:08:06 GMT

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Well, sry i misunderstood... it is a good place to hide from the enemies... in the bar i usually chose the back right corner of the bar... no1 spawns there and it has a good view of entire bar.

Subject: Beaconing the barr from inside?
Posted by [Nukelt15](#) on Mon, 23 May 2005 00:53:58 GMT
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On some maps, if I'm not too much mistaken, there's a 'sweet spot' where the doors won't trigger, but it isn't on every map. But anyone who has been playing Ren a while knows better than to run through a door blindly when the beeps are coming from inside.

Subject: Re: Beaconing the barr from inside?
Posted by [stealthkiller](#) on Sun, 05 Jun 2005 04:18:58 GMT
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If the server allows buddy hopping...

Grab an sbh friend and head inside the bar. Both of you jump on the mct, climb as high as you can go (you should be able to get on top) then buddy hope onto the top of the platform that the mct is attached to and lay the nuke. Glitch? Cheat? maybe, but its only buddy hopping, right?

Subject: Re: Beaconing the barr from inside?
Posted by [BumishBk](#) on Sun, 05 Jun 2005 05:14:33 GMT
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i like it but its kinda cheap, ive gotten up there be4 but i never thought of putting a nuke there... GDI people would go so crazy! But it can be done against nod in the obolisk if you can somehow get into it with 2 people. So I don't think of it as a cheat.

Subject: Re: Beaconing the barr from inside?
Posted by [Ren-Sniper](#) on Sun, 05 Jun 2005 17:39:00 GMT
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Another good idea is to plant the beacon in the PP, right under the control pannel, probably be the last place someone looks.

Subject: Re: Beaconing the barr from inside?
Posted by [SE-boro](#) on Mon, 06 Jun 2005 00:08:36 GMT

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you can use mines for this aswell. Put the mines on the wall and then hop them ^^
