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Subject: Timed C4 bug

Posted by [liberator](#) on Sat, 29 Jan 2005 18:39:42 GMT

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A better question is why did they do it that way? Every one assumes that the "Fake" MCT is the real one since that's what we shoot the repair guns at. Why have a second object to actually take the damage or receive repair? If it's related with needing to have an object declared a special way, why not just declare the "Fake" that way?

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