
Subject: Re: Setting up Health Specific to type of mines?

Posted by [BlazeDragoon](#) on Sun, 12 Aug 2007 13:54:52 GMT

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?? The preset that defines the health for ALL of the mines is one preset. It's Placed_C4 or Tossed_C4. The problem is that it applies to all C4 and you can't actually adjust health on the C4 weapons. So if I change the health of that it changes the health of all C4. As an example say I want remotes with 100 health and timed mines with 200. As far as I can see.. you can't do that:/.
