
Subject: Re: [Release] split mine limit plug-in
Posted by [dead6re](#) on Thu, 19 Jun 2008 19:30:43 GMT
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Okay, It seems our testing didn't manage to find a bug. Unfortunately I forgot to check the team of the C4 objects when I disarm them so it could accidently disarm the other teams c4.

Whoops

Reborn should have a fix coming out soon who will check the code to ensure it is not destructive.
