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Subject: Re: Quick question...

Posted by [EvilWhiteDragon](#) on Sun, 18 Jan 2009 18:42:31 GMT

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RTsa wrote on Sun, 18 January 2009 18:39 Since this thread is about C4 bugs..have you fixed the bug where you throw a timed c4 somewhere (on MCT, for example ) and it cannot be disarmed? Rare bug, but sometimes might even cost a game.

(I'm thinking the C4 for some reason goes inside the object it's thrown on, but not sure..)

That depends on the angle it was thrown on. At some place it is possible to place the C4 under the normal outside skin of the MCT. If you repair it from the same angle it was thrown on, then you can disarm it.

About fixing this, I don't know if it will be done, but I do know that some tt members already talked about this.

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