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Subject: Re: Quick question...

Posted by [StealthEye](#) on Sun, 18 Jan 2009 21:39:01 GMT

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I have yet to see a case where you can really not disarm the C4 from a specific angle in the current TT build. It is true that it is very hard to disarm it sometimes though, I can not fully explain this. TT already fixed a bug where the C4 position is not 100% accurate, perhaps that fixes the normal cases, but it might not... It could help if there is some more detailed information, like: does this happen on all MCTs, on one building's MCT or on specific maps (or even combinations of buildings and maps). Is there a way to reproduce it? Does it happen in a LAN/WOL game you host ingame? Does it happen for anything other than a MCT?

Answers to those questions don't necessarily mean it can be fixed, it's not an easy bug to fix, but it can help to find the cause and/or a solution.

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