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Subject: Re: Mines

Posted by [StealthEye](#) on Wed, 15 Apr 2009 19:53:53 GMT

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Switching teams is something different, I think it's more than fair that the C4/beacon does not go off when changing team (otherwise placing some timed on a MCT prior to swapping will kill the building; or if implemented differently you can get your new team's building killed by the beacon you placed when still at the other team...)

I have prevented proximity and timed C4 from getting auto-disarmed when the player leaves. I can't reproduce the unable-to-disarm bug for C4. For beacons, the beacon goes off but causes no damage; I'm not changing that for now.

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