
Subject: Re: Introducing Tiberian Technologies!
Posted by [StealthEye](#) on Mon, 14 Dec 2009 13:20:41 GMT
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shooting through things is rather hard to fix I'm afraid. We did fix some things about C4 though; what exactly do you mean by "glitching C4"? If you mean that they become invisible if attached to a vehicle/soldier: that's fixed.
