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Subject: Re: Proximity C4 Damage

Posted by [reborn](#) on Tue, 28 Dec 2010 11:50:44 GMT

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I imagine that the simplest and most reliable way to do it (although obviously a dirty hack) would be to attach a script to proxy c4 when they are created (using the object created hook) and when the c4 is ::killed add another explosion event at it's location, or perhaps some ranged damage script that effects only enemies of the placer type (and also gives the place the points).

If you get stuck, then post.

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