
Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by [iRANian](#) on Fri, 09 Mar 2012 17:21:33 GMT
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I can't reproduce it, the only thing I notice is that if you're on the mine limit and you place a Proxy C4 on your Buggy, one of your mines will be disarmed because of the limit and two seconds later the Proxy on the Buggy will be disarmed, but not all the mines you laid.
