Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Xpert on Fri, 16 Mar 2012 05:24:01 GMT

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Found a little issue. If you toss a c4 on your own purchase terminal, it gets auto-disarmed. Which sucks because if you're trying to save your AGT on Field and there's a bunch of techs in your AGT and you toss a remote to kill them, what if it lands on the PT and it disarms