
Subject: Timed C4 bug

Posted by [Spoony_old](#) on Thu, 27 Jan 2005 14:07:51 GMT

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Sometimes timed c4 on an MCT is undisarmable. People I've spoken to about it seem to think it's down to the angle it lands on the MCT. Is this true, and can it be fixed?

Subject: Timed C4 bug

Posted by [Majin Vegeta](#) on Thu, 27 Jan 2005 16:43:47 GMT

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this happens with the ST to

C4 lands inside the MCT/ST and you cannot disarm them >_<

Subject: Timed C4 bug

Posted by [liberator](#) on Thu, 27 Jan 2005 18:40:24 GMT

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It's related to the position it lands in and how ren handles targeting. If for some reason someone was able to get the c4 to stick to the bottom(even the lower bevel) of the MCT or very close to it on the wall under it anybody with a rep gun couldn't reach easily and even if they did, with the rush of engineers/techs/hotties when a building is damaged, it's almost impossible to disarm because you keep shifting back to the mct.

The only fix I see is to raise the targeting priority, if there is such a thing, of the c4 above that of the mct.

A more disturbing problem with c4 that happens much more often is when the timed c4 magically sinks down into a vehicle's armor and can't be disarmed ever. If this happens to anything other than a heavy tank(not stanks) the vehicle is as good as dead.

Subject: Timed C4 bug

Posted by [csskiller](#) on Thu, 27 Jan 2005 18:44:01 GMT

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This bug is very annoying. especially when it happens to your last building...

Subject: Timed C4 bug

Posted by [zunnie](#) on Thu, 27 Jan 2005 22:28:34 GMT

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lol bumper

Subject: Timed C4 bug
Posted by [M1Garand8](#) on Fri, 28 Jan 2005 04:36:36 GMT
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Lag + Luck + How you throw the C-4 = The C-4 gets embedded in the MCT instead of simply attached to the MCT. Theoretically, I think it couldn't be fixed.

Subject: Timed C4 bug
Posted by [zunnie](#) on Fri, 28 Jan 2005 15:24:51 GMT
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I might have a fix for this. But not sure yet.
If you open the maps in LE you can see an imported lightscape is sitting in front of the MCT, my guess is that this is what is causing the problem.

Subject: Timed C4 bug
Posted by [Memphis](#) on Fri, 28 Jan 2005 16:08:50 GMT
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nope my 2 ss proved that theory wrong

Subject: Timed C4 bug
Posted by [Aircraftkiller](#) on Sat, 29 Jan 2005 01:48:51 GMT
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Light points have nothing to do with it. It's the fact that the Master Control Terminal really isn't a Master Control Terminal, it's just a fake model sitting there. The actual MCT is an invisible object that surrounds the fake Master Control Terminal. When thrown at the right angle, or just thrown, sometimes the engine will treat the charge of C4 as if it were behind that hidden Master Control Terminal. Since the invisible terminal is a physical, projectile blocking, object... You can see why the beam of the Repair Gun does not penetrate and disarm.

Subject: Timed C4 bug
Posted by [Renx](#) on Sat, 29 Jan 2005 02:26:31 GMT
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Back near when i first started playing I had a technique for sticking it to the bottom of the MCT. I've long forgotten how to do it unfortunately

Subject: Timed C4 bug

Posted by [Spoony_old](#) on Sat, 29 Jan 2005 15:59:31 GMT

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AircraftkillerLight points have nothing to do with it. It's the fact that the Master Control Terminal really isn't a Master Control Terminal, it's just a fake model sitting there. The actual MCT is an invisible object that surrounds the fake Master Control Terminal. When thrown at the right angle, or just thrown, sometimes the engine will treat the charge of C4 as if it were behind that hidden Master Control Terminal. Since the invisible terminal is a physical, projectile blocking, object... You can see why the beam of the Repair Gun does not penetrate and disarm. OK, then is there a workaround for that?

Subject: Timed C4 bug

Posted by [liberator](#) on Sat, 29 Jan 2005 18:39:42 GMT

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A better question is why did they do it that way? Every one assumes that the "Fake" MCT is the real one since that's what we shoot the repair guns at. Why have a second object to actually take the damage or receive repair? If it's related with needing to have an object declared a special way, why not just declare the "Fake" that way?

Subject: Re: Timed C4 bug

Posted by [Hitman](#) on Wed, 04 Jan 2006 16:17:32 GMT

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something a bit different now :

in the under.mix map when u get a hotty and trow you'r timed n remotes on it then hide n do ya thing

i've had it like 20 times yet that 1 timed c4 doesnt blow

so i think the left? or right? side of the MCT got a bug cuz it ONLY happens to me when under & strip

and yes i'm sure i trow the c4 on right cuz i dont miss 20 times .. in a row? O_O

it seriously bothers me so i even quited trying to take down strip with timed c4 cuz i know it will 80% of the time not work...

if anyone got a solution for this tell me? lol
