
Subject: the magic of the remote c4
Posted by [Oblivion165](#) on Wed, 16 Aug 2006 22:47:35 GMT
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I cannot duplicate the workings of the remote c4. I can see no difference in the models or projectiles. However I cannot make a similar weapon that will allow the projectiles to cling to walls and be detonated by the alternate fire.

So far the projectile just blows up on contact. Does anyone have any insight to the situation? or will I just have to replace the original renegade files?

Subject: Re: the magic of the remote c4
Posted by [danpaul88](#) on Wed, 16 Aug 2006 22:55:03 GMT
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Theres a setting in LE for the projectile.

On the settings tab for the Ammo change the Ammo Type from normal to Remote C4, should do the trick

Subject: Re: the magic of the remote c4
Posted by [Oblivion165](#) on Wed, 16 Aug 2006 23:15:54 GMT
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Tis set, I temped the remote c4 ammo so all the settings are the same. I put collisions on the c4 projectile too, and nothing.

Subject: Re: the magic of the remote c4
Posted by [futura83](#) on Wed, 16 Aug 2006 23:21:52 GMT
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the best way i find of figuring out problems like these is to compare.

get the settings of preset remote c4, and compare it to the settings of your custom c4 (what works Vs what doesnt)

maybe there are subtle differences that make it work.

maybe you have to do something with Object -> C4 -> Placed C4 ??? i dunno tbh

Subject: Re: the magic of the remote c4
Posted by [bisen11](#) on Wed, 16 Aug 2006 23:27:11 GMT
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the17doctor wrote on Wed, 16 August 2006 19:21 the best way i find of figuring out problems like these is to compare.

get the settings of preset remote c4, and compare it to the settings of your custom c4 (what works Vs what doesnt)

maybe there are subtle differences that make it work.

maybe you have to do something with Object -> C4 -> Placed C4 ??? i dunno tbh

As he said above, he temped the c4 preset so it should all be the same.

Subject: Re: the magic of the remote c4
Posted by [Oblivion165](#) on Wed, 16 Aug 2006 23:31:59 GMT
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Yeah, all the settings are exactly the same except one minor change to velocity. 5 to 15, but there is no change to the situation if the velocity is set back to 5.

Subject: Re: the magic of the remote c4
Posted by [Oblivion165](#) on Wed, 16 Aug 2006 23:34:41 GMT
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the17doctor wrote on Wed, 16 August 2006 19:21
maybe you have to do something with Object -> C4 -> Placed C4 ??? i dunno tbh

This maybe close, tossed c4 is set to the remote c4 model, but i havent seen a way to set it up right.

EDIT: This appears to be the thing i need, but i see no link from the remote c4 presets to this, so i might have to replace the c4-r files with my custom.

EDIT2: Yup that is it, i guess its hard-coded. Thanks for your help guys!
