
Subject: stop c4 from glitching

Posted by [Jamie or NuneGa](#) on Tue, 01 Jul 2008 01:27:31 GMT

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Can you fix this bug... it is very annoying when it wasn't intentional, perhaps make it so c4 will always be on top of a mct.

Subject: Re: stop c4 from glitching

Posted by [Chuck Norris](#) on Tue, 01 Jul 2008 01:44:39 GMT

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If I remember right, this is already planned, if not completed.

Edit: Well, not done yet, but it's planned if they can work it out.

jonwil wrote on Sun, 22 June 2008 03:15 Stuff that is going to be investigated and implemented if possible:

it is quite easy to make it so your times c4 cannot be disarmed

<http://www.renegadeforums.com/index.php?t=msg&th=29329&start=0&rid=2> 3018

Subject: Re: stop c4 from glitching

Posted by [_SSnipe_](#) on Tue, 01 Jul 2008 02:02:09 GMT

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Hows the glicth go? you cant repair it on mct?

Subject: Re: stop c4 from glitching

Posted by [nope.avi](#) on Tue, 01 Jul 2008 02:56:50 GMT

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There's a certain way to put it on the mct which makes it unreparable.

Subject: Re: stop c4 from glitching

Posted by [Jamie or NuneGa](#) on Wed, 02 Jul 2008 01:18:37 GMT

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If place c4 in a certain way it is unreparable.

Subject: Re: stop c4 from glitching

Posted by [IronWarrior](#) on Wed, 02 Jul 2008 03:53:24 GMT

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Yeah that is gay and should be fixed.

Subject: Re: stop c4 from glitching
Posted by [StealthEye](#) on Thu, 03 Jul 2008 10:17:14 GMT
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It is quite hard to fix, but we will try.

Subject: Re: stop c4 from glitching
Posted by [Veyrdite](#) on Fri, 04 Jul 2008 09:34:56 GMT
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Could you just add a small non-scaled amount of splash-damage? That would be more realistic too.
