
Subject: C4 tank glitch

Posted by [Bulldawg](#) on Tue, 28 Apr 2009 13:05:09 GMT

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I am not sure if this has been brought up or not, but is it possible to fix that glitch when a c4 is thrown on your tank it simply disappears.

Subject: Re: C4 tank glitch

Posted by [ErroR](#) on Tue, 28 Apr 2009 13:12:29 GMT

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you mean it dissapears(becomes invisible) when you move away from the place you threw it

Subject: Re: C4 tank glitch

Posted by [StealthEye](#) on Tue, 28 Apr 2009 13:44:37 GMT

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Fixed.

Subject: Re: C4 tank glitch

Posted by [Scrin](#) on Tue, 28 Apr 2009 14:34:06 GMT

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StealthEye wrote on Tue, 28 April 2009 08:44Fixed.
awesome!

Subject: Re: C4 tank glitch

Posted by [Veyrdite](#) on Sat, 02 May 2009 08:45:36 GMT

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StealthEye wrote on Tue, 28 April 2009 23:44Fixed.Thankyou

Subject: Re: C4 tank glitch

Posted by [Gohax](#) on Sat, 02 May 2009 20:14:26 GMT

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Probably already brought up, just don't feel like looking.

/lazy

The symbols on the gdi tanks. If you repair your tank and you run across the symbol, your repair beam goes thru the tank. Has this been fixed as well? [pretty sure it has.]

Subject: Re: C4 tank glitch
Posted by [RTsa](#) on Sat, 02 May 2009 20:59:22 GMT
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StealthEye wrote on Tue, 28 April 2009 16:44Fixed.
Does that also mean no more invisible flaming remote SBHs?

Subject: Re: C4 tank glitch
Posted by [Gohax](#) on Sun, 03 May 2009 11:38:37 GMT
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RTsa wrote on Sat, 02 May 2009 23:59StealthEye wrote on Tue, 28 April 2009 16:44Fixed.
Does that also mean no more invisible flaming remote SBHs?

Gonna miss pissing people off

xD

Subject: Re: C4 tank glitch
Posted by [Dover](#) on Sun, 03 May 2009 23:37:41 GMT
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What about the one where a beacon disappears if lain on top of a timed C4 that goes off?

Subject: Re: C4 tank glitch
Posted by [_SSnipe_](#) on Tue, 05 May 2009 20:19:43 GMT
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So if it fixed, then where does the c4 go?

Subject: Re: C4 tank glitch
Posted by [Goztow](#) on Wed, 06 May 2009 06:38:55 GMT
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We tried this in our I-CW and the nuke didn't dissapear on top of a c4.

Subject: Re: C4 tank glitch
Posted by [Dover](#) on Wed, 06 May 2009 08:45:11 GMT
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Is there some other glitch to make invisible beacons? Because that's how I thought it was done. :S

Subject: Re: C4 tank glitch
Posted by [RTsa](#) on Wed, 06 May 2009 09:02:37 GMT
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Dover wrote on Wed, 06 May 2009 11:45: Is there some other glitch to make invisible beacons? Because that's how I thought it was done. :S
I also tried it with massive amounts of remotes. I did get the beacon to be placed in air (as opposed to being on the ground) but nothing happened when the remotes were blown.

Subject: Re: C4 tank glitch
Posted by [Genesis2001](#) on Wed, 06 May 2009 20:00:41 GMT
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RTsa wrote on Wed, 06 May 2009 02:02: Dover wrote on Wed, 06 May 2009 11:45: Is there some other glitch to make invisible beacons? Because that's how I thought it was done. :S
I also tried it with massive amounts of remotes. I did get the beacon to be placed in air (as opposed to being on the ground) but nothing happened when the remotes were blown.

Hmmm. What about the beacon on MCT glitch? Or is that a glitch? loool.

Subject: Re: C4 tank glitch
Posted by [RTsa](#) on Thu, 07 May 2009 00:22:59 GMT
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Zack wrote on Wed, 06 May 2009 23:00: Hmmm. What about the beacon on MCT glitch? Or is that a glitch? loool.
Beacon on MCT glitch? Dunno what you're talking about.
