Subject: C4 REMINDER
Posted by Anonymous on Tue, 13 Aug 2002 09:10:00 GMT
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Don't be stupidTimed C4 has 30 second fuse and does 40\% damage to a building.Remote C4 does 20\% damage to a building.So it takes 3 timed C4 or 5 Remote C4 to destroy a building.Also, harvester has same life as a builing.You can destroy humvees, buggies, stealth tanks, mobile artilleries MRLS with 1 timed c4.Stealth tanks and flame tanks each take 28 seconds to destroy a building, and that is fastest time for any vehicle

Subject: C4 REMINDER
Posted by Anonymous on Tue, 13 Aug 2002 13:55:00 GMT
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Soadfan1, your wrong buddy. If you were right, that would mean an engi could blow up a biulding, it take 2 TIMED AND 1 REMOTE

Subject: C4 REMINDER
Posted by Anonymous on Tue, 13 Aug 2002 14:48:00 GMT
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Argon Vex Commander Member # 11823 posted August 13, 2002 12:36
-- A building has 1000 Health points, A Harvester has 600 Health and 600 Armor. Timed C4 does 400 damage en Remote C4 does 200 damage.No, most structures have 500 health points and no armor. It's the armour type and what they're made of that makes the difference.

Subject: C4 REMINDER
Posted by Anonymous on Tue, 13 Aug 2002 14:57:00 GMT
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All decent players know from experience that timed c4s do 400 points of damage.Ack, if it takes two timed plus a remote, it would stand to reason that a building has the equivalent of 1000 health, no armor. I do not doubt your knowledge of CnC inner-workings, but let's keep it simple for me and the other laymen.

Subject: C4 REMINDER
Posted by Anonymous on Tue, 13 Aug 2002 16:25:00 GMT
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Timed c4 does do more damage.......lol H3licat i played with you last night on some server.....haha ur ***** ass was going crazy with the humvee's   bye

Subject: C4 REMINDER
Posted by Anonymous on Tue, 13 Aug 2002 17:09:00 GMT
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Another good reminder - in early game when cash is low a hotwire/tech and engineer riding in a humvee can take out two opposing buildings. Just make sure on the first building the hotwire saves one remote C4 and the engineer uses all of his c4s on the second building. The hotwire can run into the second building, plant the remote C4, and destroy the building.So, it takes 2 timed and 1 remote C4, or 3 Remote C4s and 1 timed.

Subject: C4 REMINDER
Posted by Anonymous on Tue, 13 Aug 2002 17:09:00 GMT
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It's the armour type and what they're made of that makes the difference.It's armor, not armour.

Subject: C4 REMINDER
Posted by Anonymous on Wed, 14 Aug 2002 00:26:00 GMT
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uhh no- u can only take out an mrls with 1 timed. i tested it myself-i even found out that it takes43200 shots from a pistol to take out a mammoth tank

Subject: C4 REMINDER
Posted by Anonymous on Wed, 14 Aug 2002 00:31:00 GMT
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No the other guys right, it takes 2 remote c4 and 1 timed c4...just can get a little confusing the timed c4 is a hell of a lot stronger than the remote version.. but its delay allows it time to be disarmed. but when the enemies tank rushing you a flurry of nod grunts can really put the ****s up theyre attacks if carefully launched.I think it takes 2 c4 to destroy a medium tank(might be wrong).. but 3 will destroy anything if Iam not mistaken.

Subject: C4 REMINDER
Posted by Anonymous on Wed, 14 Aug 2002 00:36:00 GMT
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A building has 1000 Health points, A Harvester has 600 Health and 600 Armor. Timed C4 does 400 damage en Remote C4 does 200 damage.

A pistol can't take out a mammy. It regenerates it's health. Do you mean something different?

UBB codes don't work here...

cliffkik0:"43200 shots from a pistol to take out a mammoth tank" Get A LIFE! LOL j/k [August 14, 2002, 07:33: Message edited by: yano]

really blaze? ill have to test that 1. how simultaneous do they have to be?

I would say within .5 seconds. Thats why people use my "C4 Countdown Mod", which counts down when you plant a timed C4.If you dont have the countdown mod, try it in LAN mode...either get the feel of the timing, or look at the counter on the screen. A normal engineer *CAN* destroy a building by himself...I do it every game I play.If you want my C4 countdown mod, it is integrated into BR3 (http://blazerotate.tk)

blazer i have tried that many times and it never works

Subject: C4 REMINDER
Posted by Anonymous on Wed, 14 Aug 2002 20:01:00 GMT
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Its not easy unless you practice or have the countdown mod....you can get my countdown mod here:http://makeashorterlink.com/?Z2FD31581I *does* work, I promise

Subject: C4 REMINDER
Posted by Anonymous on Thu, 15 Aug 2002 00:01:00 GMT
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cliffkik0:"43200 shots from a pistol to take out a mammoth tank"What about Mammoth auto repair?

Subject: C4 REMINDER
Posted by Anonymous on Thu, 15 Aug 2002 00:26:00 GMT
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I Meant that they couldnt... maybe what I said was a bit confusing.... the only wayt I know that 1 remote c4 cant destory mrls is that I have actuall placed one and it didnt get destroyed.I think a lot of us are getting confused between the 2

Subject: C4 REMINDER
Posted by Anonymous on Thu, 15 Aug 2002 09:52:00 GMT
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i told you all. one timed will take our mrls, stealth tanks, mobarts, humvees, buggies. anything with 400 or less life. 1 timed and 1 remote can take out an LT as well

Subject: C4 REMINDER
Posted by Anonymous on Thu, 15 Aug 2002 10:42:00 GMT
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Blazer, using other program to help your gameplay is cheating. Atleast in my opinion. I know its not aimbot or something like that but it helps you playing. If Westwood would wanted players to know when timed c4:s go off, there would be an implemented counter in Renegade.

Subject: C4 REMINDER
Posted by Anonymous on Thu, 15 Aug 2002 10:57:00 GMT
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Ok, if it was featured in Westwoods page (where, could you give a link?), then I think it is "legal".

Subject: C4 REMINDER
Posted by Anonymous on Thu, 15 Aug 2002 13:44:00 GMT
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i remember seeing it, BTW they delete really old stuff on the news so i don't think he could give u the link

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Subject: C4 REMINDER
Posted by Anonymous on Mon, 19 Aug 2002 12:36:00 GMT
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i use that mod. it has been very helpfull at times, but i have NEVER been able to destroy the building with 1 timed 2 remotes. sometimes i hear beeping and wonder what it is. and it gives away that the enemy has placed c4. but if you place it on someone then they move. the sound keeps beeping where you placed it rather than where the c4 is

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Subject: C4 REMINDER
Posted by Anonymous on Fri, 23 Aug 2002 01:18:00 GMT
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C4 is way more fun than just destroying a building with a tank. Not really important, but i thought I ought to mention.

Subject: C4 REMINDER
Posted by Anonymous on Fri, 23 Aug 2002 07:17:00 GMT
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"It's armor, not armour."- Ghetto... Actually its correct either way. Same for Color/Colour.

Subject: C4 REMINDER
Posted by Anonymous on Fri, 23 Aug 2002 10:52:00 GMT
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quote:Originally posted by KIRBY098:A pistol can't take out a mammy. It regenerates it's health. Do you mean something different?i thoght it doesnt regenerate health if something is shootuing it i thought it regenerates only if nothing is shoointg it

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Subject: C4 REMINDER
Posted by Anonymous on Fri, 23 Aug 2002 10:56:00 GMT
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yep Iam pretty sure it still regens..as was in Td anyway.

Subject: C4 REMINDER
Posted by Anonymous on Fri, 23 Aug 2002 10:58:00 GMT
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quote:Originally posted by Soadfan1:yep Iam pretty sure it still regens..as was in Td anyway.td is diffrent then renegade

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Subject: C4 REMINDER
Posted by Anonymous on Fri, 23 Aug 2002 11:01:00 GMT
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Yeah but most of the features stayed the same..No need to split hairs as far as Ive noticed it still regens.Someone back me up or tell me Iam wrong

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Subject: C4 REMINDER
Posted by Anonymous on Fri, 23 Aug 2002 11:01:00 GMT
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quote:Originally posted by Blazer:Uhhh there is a counter right on your screen. The game timer...most people either count 30 seconds to themselves or look at the game timer when placing timed C4. My countdown mod just makes it easier...often I am busy fighting someone off and cannot fixate on the screen. If you think its a "cheat" then don't use it. But also be aware it was featured on WestWoods main renegade page, so I doubt they have a problem with it   P.S. Its not "another program", its just a replacement wav file. I have never heard of "soundfile cheating"   thers a timer on the screen i dont c it where

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Subject: C4 REMINDER
Posted by Anonymous on Fri, 23 Aug 2002 11:03:00 GMT
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quote:Originally posted by Blazer:Uhhh there is a counter right on your screen. The game timer...most people either count 30 seconds to themselves or look at the game timer when placing timed C4. My countdown mod just makes it easier...often I am busy fighting someone off and cannot fixate on the screen. If you think its a "cheat" then don't use it. But also be aware it was featured on WestWoods main renegade page, so I doubt they have a problem with it   P.S. Its not "another program", its just a replacement wav file. I have never heard of "soundfile

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cheating"   ohh u mean the minutes left well not all games have that unlimited time games dont
have it