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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.

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