Subject: weird building destruction problems..
Posted by Kanezor on Thu, 26 May 2005 16:58:37 GMT

There's three possible explainations:
1) One of your timed C4s was either on top of another C4 which blew before that C4 making it disappear (and thus wasted)
2) One of your timed C4s was NOT placed on the MCT (blame lag, usually), thus making it cause VERY little damage
3) An engineer or technician repaired it just enough to keep the building alive ... I do this sometimes when in a hurry and don't have time to repair it all the way