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Subject: Removing Timed C4 with scripts  
Posted by [Halo38](#) on Wed, 17 Aug 2005 18:56:38 GMT  
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Hi all

Has a way been made to remove the timed c4 from newly spawned infantry at runtime yet?

I've been looking at the readmes in the scripts but haven't found anything that I think will work. I was after something along the lines of 'remove preset on zone enter/exit'

Can anyone point me in the right direction?

Cheers!

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