Subject: Re: How to...
Posted by reborn on Mon, 20 Nov 2006 09:56:10 GMT

Attatching cinematics that include timers to c4 doesn't work. You can attatch a cinematic to it, but just one without timers...

You could add an invisible object to the c4 and attatch your cinematic to that. Or make the c4 kill itself and spawn another object when it does kill itelf, attatching the cinematic to that instead.

This also applies to the beacons...