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Subject: Re: [SSGM Plugin]Flaming C4 Prevention  
Posted by [iRANian](#) on Thu, 16 Jun 2011 22:11:44 GMT

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reborn wrote on Thu, 16 June 2011 09:16lt sounds very good. I am curious if you have anticipated structures that are actually classed as vehicles though, such as gun emplacements, Sam sites, guard towers and turrets.

Seems to work like it should with minor base defences, it's probably because I check for "teamedness" and the amount of occupants.

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