
Subject: [CODE] Mining above doors exploit fix
Posted by [iRANian](#) on Mon, 30 Dec 2024 01:53:59 GMT
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Think this code is DA only?

This code is a c4 detonation request hook, it blocks detonation if the z-height is too low. Basically it adds a custom z-height distance check for detonation, doesn't change x and y.

After this fix players can just walk into doors with getting blown up by mines placed above the doors.

```
bool Main_Hooks::C4_Detonate_Request_Event(C4GameObj *C4, SmartGameObj *Triggerer) {  
  
    // Proxy c4 only  
    if (Get_C4_Mode(C4) == 3) {  
  
        float TriggerZ = Commands->Get_Position(Triggerer).Z;  
        float C4Z = Commands->Get_Position(C4).Z;  
  
        // Fix Proxy c4 damage when mining above doors glitch  
        if (abs(C4Z - TriggerZ) > 2.f) {  
            return false;  
        }  
  
        //DA::Host_Message("C4 Z: %f, trigger Z: %f", Commands->Get_Position(C4).Z,  
Commands->Get_Position(Triggerer).Z);  
    }  
    return true;  
}
```

You'll want to remove the abs(), cause it will prevent triggering when the player is above the proxy too. Haven't tested it without abs() but ought to work. Just test it with the abs() first before doing without abs().
