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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Deactivated](#) on Mon, 31 May 2004 18:10:23 GMT  
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When you need to quickly demolish something, the C4 Demolition Charge can be placed on a Main Console to quickly disable entire structures. Use caution when placing the explosive; get to a safe distance before it explodes.

Reference:

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Aircraftkiller](#) on Mon, 31 May 2004 18:18:14 GMT  
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Blurry, not C4-looking, and you use that specular shit way too much. Just because you have something doesn't mean it needs to be used all the time.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Oblivion165](#) on Mon, 31 May 2004 18:37:25 GMT  
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good model, specular...enough said

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Spice](#) on Mon, 31 May 2004 18:46:56 GMT  
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Your using it was to much , the c4 whould look way bette without it. Everything doesnt need it , just s happens in real life was like that people might have something called a flashlight... Anyways Its just C4 good job and remove the SL.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Oblivion165](#) on Mon, 31 May 2004 18:49:51 GMT  
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cloth shouldnt shine

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Subject: C&C Commando: M112 C4 Demolition Charge

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Posted by [maytridy](#) on Mon, 31 May 2004 19:26:42 GMT

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The texture needs a lot of work.

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Subject: C&C Commando: M112 C4 Demolition Charge

Posted by [Deactivated](#) on Mon, 31 May 2004 19:28:38 GMT

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oblivion165cloth shouldnt shine

C4 is plastic explosive.

Quote: USE: M112 block demolition charge is used primarily for cutting and breaching all types of demolition work. Because of its moldability and high brisance, the charge is ideally suited for cutting irregularly shaped targets such as steel. The adhesive backing allows the charge to be attached to any relatively flat, clean, dry surface that is above freezing point.

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Subject: C&C Commando: M112 C4 Demolition Charge

Posted by [maytridy](#) on Mon, 31 May 2004 19:31:36 GMT

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Eh, I think it's wrapped in cloth.

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Subject: C&C Commando: M112 C4 Demolition Charge

Posted by [Oblivion165](#) on Mon, 31 May 2004 19:36:41 GMT

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its cloth

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Subject: C&C Commando: M112 C4 Demolition Charge

Posted by [jd422032101](#) on Mon, 31 May 2004 20:04:52 GMT

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it need to be much darker but the modle ok

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Subject: C&C Commando: M112 C4 Demolition Charge

Posted by [Spice](#) on Tue, 01 Jun 2004 00:32:03 GMT

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Yea it is wrapped cloth and the model looks like shit. Your team has done better.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [SuperFlyingEngi](#) on Tue, 01 Jun 2004 00:58:59 GMT  
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Yeah, that thing isn't really very attractive - go back and re-texture it, right now the whole yellow thing is just a randomized smooch of color that looks stupid with specular. I usually try to be positive, but I can't with this thing.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Renx](#) on Tue, 01 Jun 2004 01:26:34 GMT  
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Could be better ^

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [spreegem](#) on Tue, 01 Jun 2004 01:58:26 GMT  
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I think it would look fine without the Specular Lighting. Also the wires in your model do not go up to the very top like they show in the reference image, other than that it looks good.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [icedog90](#) on Tue, 01 Jun 2004 04:29:00 GMT  
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It needs A LOT more detail. It's just a camo pattern that was stuck on there... It needs folding marks and needs higher resolution.

---

Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [--oo00o00oo--](#) on Tue, 01 Jun 2004 05:10:24 GMT  
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like i stated in your Tib Harvester thread.

--oo00o00oo--spec maps have their uses. but just cuase you figured out how to use them in Renegade does not mean you need to put them on everything.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [sniper12345](#) on Tue, 01 Jun 2004 08:54:58 GMT  
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The new RenAlert C4 doesn't really look much better...I dunno, just my opinion.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Deactivated](#) on Tue, 01 Jun 2004 09:07:37 GMT  
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icedog90It needs A LOT more detail. It's just a camo pattern that was stuck on there... It needs folding marks and needs higher resolution.

It does its job anyway. It goes boom.  
Usually you aren't looking it at 0.1 meter distance, so why put all the unneccassary detail there?

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Blazea58](#) on Tue, 01 Jun 2004 09:41:33 GMT  
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you guys are to picky.. i think it looks the fine the way it is, and shiney, well i dont care if it is or not, i think id rather have it shiney then really dull.

To me, i dont see any problems with the model, it isent exactly as shown in the picture, but who cares, noone is perfect..

If you want it crazy looking , im sure when the mod releases you could make your own skin for it lol.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [--oo00o00oo--](#) on Tue, 01 Jun 2004 09:49:49 GMT  
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i dont think it looks that bad. just since he said he found out how to use a specular map, every model i have seen since then has a spec map on it.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [SuperFlyingEngi](#) on Tue, 01 Jun 2004 19:32:34 GMT  
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sniper12345The new RenAlert C4 doesn't really look much better...I dunno, just my opinion.

Huh...I thought the RenAlert C4 looked kind of cool, what with the plastic shrinkwrap-esque texture on the front... Althought the wires look a little weird on it.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Deactivated](#) on Wed, 02 Jun 2004 11:16:06 GMT  
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I forgot to say something - the display screen on C4 counts down to its detonation

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [jd422032101](#) on Wed, 02 Jun 2004 17:27:32 GMT  
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well thats a nice touch

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [xptek\\_disabled](#) on Thu, 03 Jun 2004 03:01:06 GMT  
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Shiny cloth...

Seaman, I hope the Commando tent isn't shiny.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Spice](#) on Thu, 03 Jun 2004 04:05:44 GMT  
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^^ Hope it isnt shiney either rofl

Thast gonna be nice , c4 counting down you'll know when to run like hell so you dont stand there hoping it dont explode while trying to disarm it

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [Try\\_lee](#) on Thu, 03 Jun 2004 13:04:50 GMT  
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Now if you'd just make it work for the timed C4 in Renegade, I can get rid of the beepy sound.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [icedog90](#) on Fri, 04 Jun 2004 05:26:05 GMT  
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You should look into fixing it up in the future. That would be my best bet.

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [IRON FART](#) on Fri, 04 Jun 2004 05:37:01 GMT  
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From the thumbnail it looks like some kind of food wrapped in gold foil.

Sorry :S

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Subject: C&C Commando: M112 C4 Demolition Charge  
Posted by [gibberish](#) on Fri, 04 Jun 2004 07:11:39 GMT  
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EXdeath7so you dont stand there hoping it dont explode while trying to disarm it

How long does it take to cut the wire?

But seriously,

Whats the maximum time it will count down from?

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