
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!

Subject: Re: Removing Timed C4 with scripts
Posted by [Spice](#) on Wed, 17 Aug 2005 19:40:45 GMT
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Yeah, htmlgod knows how to do it. I'm pretty sure it's a script you attach to the spawers. I'm not positive though.

Subject: Re: Removing Timed C4 with scripts
Posted by [Slash0x](#) on Thu, 18 Aug 2005 20:22:01 GMT
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Create a zone that takes up the entire world (x, y, and z) and apply the character buy zone script to it. Create a temp preset and take out the timed c4 on the script section of the preset and name it to something that you would remember. Apply that temp preset name to the zone that you created. Characters should now have no timed c4 at startup. To the best of my knowledge, this will only effect the startup spawn points, I don't know about teleporting back into the zone, etc.

Subject: Re: Removing Timed C4 with scripts
Posted by [Halo38](#) on Sat, 20 Aug 2005 11:48:47 GMT
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excellent!

cheers
