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Subject: the magic of the remote c4

Posted by [Oblivion165](#) on Wed, 16 Aug 2006 22:47:35 GMT

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I cannot duplicate the workings of the remote c4. I can see no difference in the models or projectiles. However I cannot make a similar weapon that will allow the projectiles to cling to walls and be detonated by the alternate fire.

So far the projectile just blows up on contact. Does anyone have any insight to the situation? or will I just have to replace the original renegade files?

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