I'm working on an SSGM plugin that adds the following features to C4:

1. Paging a player with info about the owner of a C4 when:
   1.1 The player pokes (i.e. presses 'E' close to the object and running CP2/scripts) the C4
   1.2 When a player shoots a friendly C4 with a Repair Gun
2. Disarming your own Proxy C4:
   2.1 By shooting them with a Repair Gun
   2.2 By pressing a special logical key (i.e. keys.cfg)
   2.3 By typing a special command in all or team chat
3. Getting info about the last Timed, Remote & Proxy C4 planted:
   3.1 By pressing a special logical key (i.e. keys.cfg)
   3.2 By typing a special command in all or team chat

Any suggestions for things to add? I also need suggestions for the name of the commands for 2.3 and 3.2, I probably will add it so there are multiple mine disarming commands e.g. "!disarmlast5" to disarm your last 5 mines.