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Subject: Creating an object with the string name "Proxy C4"

Posted by [iRANian](#) on Thu, 30 Jun 2011 21:02:53 GMT

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I'm working on creating fakes mines that act like real ones do. With what I have now I could give "ownership" of a mine to a real player and make it act accordingly (minus adhering the mine limit), but 1. it wont show a name for the fake mine if you target it and 2. there's no proper kill string for it if it kills you AND I make this fake mine the damager/killer.

I don't see 1. as a huge problem, but two is. What object can I create server-side that keeps existing so I can make it the "killer/damager" when the fake mine kills someone thus displaying a proper kill message?

It needs to be either "Proxy C4" Or "C4 Explosive".

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