I removed the cloned c4gameobj stuff and redid it without the asm code as well. To use this though you are gonna need to modify dac4beacon.cpp a tiny bit or it will crash when a proximity mine detonates. This occurs on both the asm and the redone version. Its because references a null pointer. Just replace this one function with this tweaked one that uses Get_Player_Name(get_owner()) to get the name of the player instead of playerdata. This needs to be fixed in a few different spots.

```
void DAC4BeaconManager::C4_Detonate_Event(C4GameObj *C4) {
 if (C4->Get_Owner()) {
  DALogManager::Write_Log("_C4","%ls %s has detonated (Attached to: %s)",Make_Possessive((StringClass)Get_Player_Name(C4->Get_Owner())),DATranslationManager::Translate(C4),C4->Get_Stuck_Object()?DATranslationManager::Translate(C4->Get_Stuck_Object()):"None");
 }
}
```

I also attached the fixed da_c4beacon.cpp. It fixes all the issues regarding beacons and c4 with no playerdata.

File Attachments
1) NoC4DefuseOnLeave.h, downloaded 236 times
2) NoC4DefuseOnLeave.cpp, downloaded 245 times
3) da_c4beacon.cpp, downloaded 249 times