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Subject: C4 reload/switch bug

Posted by [Major-Payne](#) on Fri, 17 Aug 2012 11:02:20 GMT

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When you toss a remote, a proxy (or a timed c4 as a hottie/tech) and you switch to another weapon and then back, theres about 4 seconds of idle time on whichever mine you are switching back to, while if you don't switch weapons the reload time is 1 second.

I assume this is a bug.

<http://tinypic.com/player.php?v=2cifkhe&s=6>

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Subject: Re: C4 reload/switch bug

Posted by [StealthEye](#) on Fri, 17 Aug 2012 11:49:15 GMT

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That's the "reload time", consider it the time you need to prepare your next C4. Normally, this would be in between the first and second throw, but if you switch, then you interrupt it and will have to do it when you next select the C4. The same goes for switching weapons when reloading any other weapon: you will have to reload after switching.

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Subject: Re: C4 reload/switch bug

Posted by [reborn](#) on Fri, 17 Aug 2012 11:57:15 GMT

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I don't know if it's a perception of longer reloading, or whether there really is an issue here.

However, it does seem that if you do not switch then you have your next remote c4 available very quickly, but if you switch, the reload does look like it takes quite a while longer.

Again, this could just be perception, but I have noticed an experienced what is being described here, too.

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Subject: Re: C4 reload/switch bug

Posted by [Jamie or NuneGa](#) on Fri, 17 Aug 2012 12:08:40 GMT

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The thing is, you can throw your timer and then quickly switch and the game still shows your timer as ammo, switch to it and you throw thin air.

So the game shows ammo that you don't have.

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Subject: Re: C4 reload/switch bug  
Posted by [Hitman](#) on Fri, 17 Aug 2012 15:03:29 GMT  
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i had some bug lately since 4.0 came on jelly mara

lets say i throw both my timed c4's, so im out of timers, right?  
i am, but it still says i got 1 left, and he actually has it in his hand, but when u click to throw it just dissapears

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Subject: Re: C4 reload/switch bug  
Posted by [Jamie or NuneGa](#) on Fri, 17 Aug 2012 17:10:26 GMT  
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Hitman wrote on Fri, 17 August 2012 16:03i had some bug lately since 4.0 came on jelly mara

lets say i throw both my timed c4's, so im out of timers, right?  
i am, but it still says i got 1 left, and he actually has it in his hand, but when u click to throw it just dissapears

Its worse when you come away from hiding place to throw it anddddddd dead

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Subject: Re: C4 reload/switch bug  
Posted by [ehhh](#) on Fri, 17 Aug 2012 17:38:48 GMT  
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yeah i threw 2 remotes at a guy and had another left, so thought i'd throw it instead of pistoling him, nothing gets thrown and i die

gg

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Subject: Re: C4 reload/switch bug  
Posted by [StealthEye](#) on Fri, 17 Aug 2012 22:24:33 GMT  
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Does this 3-C4 issue still exist in beta5, on a beta5 server? We had this issue reported previously, but never had confirmation on whether it still occurred after the ammo changes we did some time ago.

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Subject: Re: C4 reload/switch bug  
Posted by [ehhh](#) on Fri, 17 Aug 2012 22:38:38 GMT  
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if jellys a beta5 server, yes.

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Subject: Re: C4 reload/switch bug  
Posted by [Ethenal](#) on Sat, 18 Aug 2012 00:39:11 GMT  
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Yes, I have definitely had this bug in Jelly (which is Beta 5). I'm not sure how to reproduce it, though.

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Subject: Re: C4 reload/switch bug  
Posted by [StealthEye](#) on Sat, 18 Aug 2012 12:28:27 GMT  
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Added to bug tracker. If someone knows the exact reproduction steps, that would be much appreciated.

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Subject: Re: C4 reload/switch bug  
Posted by [ehhh](#) on Sat, 18 Aug 2012 13:33:38 GMT  
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When I did it 2 days ago, I just threw 2 remotes really fast |:

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