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Composition 4 (C4)

Type: Planted Explosive Charge

CCS Damage: Within 10m: 100HP & 35% Life, 100 Stamina & 15% Stamina

Within 20m: 75HP & 10% Life, 50 Stamina & 10% Stamina

CCS Effects: 5 second Daze within 10m, 45 second Weaken within 20m

BNWCS Damage: 100HP, 10m radius

VICE Damage: 1 CMB explosion (damage varies by unit/armor class)

Mil-Spec Damage: 100% kill within 5m radius of detonation

[[[---1. Weapon Operation---]]]

[--Command Basics--]

By default, the weapon listens to both normal chat and channel 5. To give a command, either say the command normally in chat, or put '/5' before it for silent control.

For example, to change to damage charge, you can say either "hed" or "/5hed" without quotes.

The normal chat listen can be changed to a different channel, say "gunchannel X" into chat. Replace X with the desired channel, the weapon will always listen to channel 5.

To return to listening on normal chat, say "chargechannel 0".

[--Menu Control--]

The weapon includes a menu system accessible either by touching the weapon or by saying "menu". There is also an included gesture for starting the menu.

The menu lets you control the weapon without needing to use chat commands or gestures, however is a bit slower and some adjustments that have a range of options are limited.

Any button label can be said in chat, allowing you to go directly to a submenu.

[--Attaching--]

There are four handheld charges and two remote detonators included in this package:

C4 Charge Handheld (RP)

C4 Charge Handheld (VICE 1.2)

C4 Remote Detonator (RP)

C4 Charge Handheld (Combat)

C4 Charge Handheld (Mil-Spec)

C4 Charge Detonator(Combat)

You can only wear one handheld charge and should only wear one detonator at a time. You are not required to wear the detonator unless you intend to use the remote detonation mode (see below), but you should make sure to wear the correct detonator type. RP and VICE Handheld units should use the RP Remote Detonator, Combat and Mil-Spec Handheld units should use the Combat detonator. For

information on the difference between the two types, see the Payloads section below. The Handheld charges are worn on the right hand, and the Remote Detonators attach to the bottom left attachment point. The detonator has a metal strip sticking out to the left, clicking this strip will discreetly "slide" the Detonator HUD off-screen, with only the strip sticking out. Clicking again will move it back onscreen. You may move the Detonator around to find the spot that works best for you.

Additionally, pressing the "display screen" button on the Remote Detonator HUD will bring up a dialog menu asking if you wish to reset the charge. Click ChargeReset to do so. This is exactly the same as giving the "chargerreset" command in chat or on channel 5. This will reset the count of the number of planted charges in the region (for RP charges, VICE charges, and Mil-Spec charges), which is useful if one is returned or deleted before detonating. However, using the "chargerreset" command will delete any remaining charges that you have planted in the region.

[--Modes--]

You will see two main settings in the Main Menu: Payload and Mode. Payload is what the charge does when it goes off, Mode is how you make it go boom. There are four different ways to set this puppy off: Timer, Remote, Proximity, and Laser Tripwire. The default mode is Timer. Note that you need to set the mode BEFORE you plant the C4. Once you have selected a Mode and a Payload (see Payloads second below), say the word "plant" to plant the charge, and it will rez on the ground slightly in front of you. You may move the charge to place it where you want it.

[-Timer-]

Timer is exactly what it sounds like. Saying the command "timer" will bring up the timer menu allowing you to choose a preset time or add or subtract seconds. Note that any of the commands on this menu can be spoken in chat as well. Countdown time must be in whole seconds, so you can do 12 seconds or 13 seconds, but not 12.5 seconds. After planting the round, say the word "arm" to start the countdown. Pressing the ARM button on the Remote Detonator will also arm the charge. When there are 3 seconds remaining, the charge will give you a countdown (only you will see it) before it explodes. The default time is 10 seconds, the minimum time is 1 second (run fast), and there is no maximum time. If not armed within 15 minutes, the charges will self-delete. The charge can be disarmed and the countdown stopped by saying the command "disarm". CCS, PC, BNWCS, and VICE Charges in this mode can be disarmed.

[-Remote-]

Remote Detonation mode allows you to set the charge and then set it off with the push of a button from a safe distance. Saying the word "remoteton" will set the C4 into this mode. After planting the charge, you will want to be a safe distance away. When using Combat charges, simply push the button on your Remote Detonator to set off all charges within the sim. When using the RP charges, you should first press button 1 and/or button 2 to arm the first and second charges that you planted, respectively. You may choose to arm one or both, and you can press CANCEL if you pressed the wrong button. Then press the ARM button to detonate the selected charge(s). Charges will self-delete after 15 minutes. CCS, PC, BNWCS, and VICE Charges in this mode can be disarmed.

[-Proximity-]

Proximity mode works somewhat similar to a proximity mine such as a Claymore. Saying the word "proxon" will bring up a menu to select the proximity radius. The default radius is 1.0m, the minimum radius is 0.5m, and the maximum radius is 5m. Note that the proximity detection is a full spherical 360 degree radius around the charge. Once you have planted the charge, say the word "arm" or click the ARM button on the Remote Detonator to arm the charge and activate the proximity detection. With the CCS Charge, you cannot trigger your own proximity detection, but there is no way to test for friend or foe. If not armed, the charges will self-delete in 15 minutes. The charge can be disarmed so that it will not be triggered by saying the command "disarm". Charges in this mode can NOT be disarmed by a third party, as trying to disarm a proximity charge by definition requires entering the charge's proximity range. VICE and BNWCS charges can also be set off by their owners, and by vehicles when in Proximity mode, but most bullets should not set them off.

Note that the Mil-Spec charge differs slightly in this mode. You can set off your own Mil-Spec charge. Your Mil-Spec charge can also be detonated by being shot, or even if a bullet passes within the proximity radius. Additionally, since the Mil-Spec charge has a set blast radius (AoE) of 5m, the proximity detection radius cannot be set above 4m, as tests have shown that a target is not often killed if the Proximity Detection radius is set higher.

[-Laser Tripwire-]

Laser Tripwire mode creates a 4m laser beam from an emitter on right side of the charge. Saying the phrase "laser on" will set the C4 to this mode. Once planted, say the word "arm" or push the ARM button on the Remote Detonator to turn on the laser beam and arm the charge. The laser will appear briefly to let you know where the line will be, and then it will become invisible. You cannot trigger a CCS charge that you own, but if anyone else, including friends and family walks across the laser beam, the charge will be set off. The charge can be disarmed so that it will not be triggered by saying the command "disarm". CCS, PC, BNWCS, and VICE Charges in this mode can be disarmed. VICE and BNWCS charges in this mode can be triggered by their owner, and can also be triggered by vehicles.

[--Area of Effect--]

For the Combat Handheld unit only:

HE Damage and HE Push ammo both have adjustable Area of Effect (AoE). You can set the radius (center point to edge) between 5 and 32 meters.

Say "aoe XX" where XX is the range you want to use.

[[[---2. Weapon Payloads---]]]

The Payload is what the charge does after it goes boom. Regardless of how the charge was set off, the Payload determines what happens afterwards. The payloads are divided into two different types, Combat and RP. The RP payloads are the CCS, Pure Combat, and RPC charges, and the Combat charges are the HED, HEP, Frag, PRDG, and WP charges. You must wear the appropriate handheld version for the payload that you want.

[--RP Payloads--]

The RP Payloads are meant for use in consensual, non-damage combat utilizing the user-created combat systems CCS and BNWCS. For other combat systems, the Frag Charge may work, but you should check with sim admins to see if they are allowed first. They are limited so that users can only plant 2 charges at any given time in a single sim. If you attempt to plant more charges, the C4 will inform you that you cannot do so. If you think it is because of an error, or if you just can't remember where you placed the other charges, you can give the command "chargerreset" and this will reset the count but will also delete any charges you have planted in the current sim. RPC charges will not be deleted on chargerreset because they do not cause any damage. Additionally, the handheld device will check the sim every 2 minutes to double-check how many charges you have planted, just in case any were removed due to autoreturn.

Note that when planting RP charges, your movement will be restricted for a brief period while you are planting the charge. Be careful planting charges in areas with heavy crossfire.

[-CCS Charge-]

To select the CCS Charge, say the command "ccs" or select it from the menu. The CCS Charge, when detonated, will cause 400 damage and a 500 STAMINA drain to anyone within 10m, and 250 damage and a 250 STAMINA drain to anyone within 20m. Also, anyone within 10m will receive a 5-second DAZE status effect, and anyone within 20m will receive a 45-second WEAKEN status effect. CCS Charges cannot be rezzed within 10m of a CCS Charge owned by someone else. Also, CCS Charges in Timer, Proximity, and Laser Tripwire mode can be disarmed by others. See the Disarming Section below for more information.

[-CCS Charge-]

To select the PC Charge, say the command "pc" or select it from the menu. The PC Charge, when detonated, will cause 400 damage and a 500 STAMINA drain to anyone within 10m, and 250 damage and a 250 STAMINA drain to anyone within 20m. Also, anyone within 10m will receive a 5-second DAZE status effect, and anyone within 20m will receive a 45-second WEAKEN status effect. CCS Charges cannot be rezzed within 10m of a CCS Charge owned by someone else. Also, CCS Charges in Timer, Proximity, and Laser Tripwire mode can be disarmed by others. See the Disarming Section below for more information.

[BNWCS Charge]

To select the BNWCS Charge, say the command "bnwcs" or select it from the menu. The BNWCS Charge, when detonated, will have an explosive power of 100, with a radius of 10m. Note that under the BNWCS system, the actual HP deduction will drop as your distance from the blast increases. Thus it is unlikely that you will receive a full 100HP damage from this charge, but you will receive significant damage if you are within the 10m blast radius. BNWCS charges in Timer, Proximity, and Laser Tripwire mode can be disarmed by others. See the Disarming Section below for more information.

[-RPC Charge-]

To Select the RPC Charge, say the command "rpc" in chat or select it from the menu. The RPC Charge is essentially a "dummy" charge, upon detonation it will explode with particles and sound just like the other standard charges, but there will be no damage done. This charge is for use in pure roleplaying environments or for playing a prank on your friends.

[--VICE Handheld and Charges--]

We have included a C4 Handheld device to work with the VICE combat system. VICE is similar to other user-created RP combat systems, but it has several differences that have forced us to create a separate handheld device specifically for this payload. Unlike other combat systems, the health meter in VICE is located inside the weapon itself. This health meter also defines the user's armor and unit class. The VICE Handheld device uses the INF (infantry) class, giving the user 25 HP. Before you can plant C4 charges using the VICE Handheld device, you must first activate the VICE system by saying "vice charge on" in open chat (or on channel 5). Once you do so, you will see hovertext above the charge, informing you of your current HP and status. It will take a few seconds after activation before the charge is planted. Once the hovertext indicates that your charge is ready, you may go ahead and plant the charge in exactly the same manner as the other RP charges. If using the remote detonation feature, you should use the RP remote detonator, just as when using the other RP charges. Additionally, VICE charges in

Timer, Proximity, and Laser Tripwire mode can be disarmed by others. See the Disarming Section below for more information.

In addition to the rule about planting only 2 charges at once, the VICE system mandates a 10 second "reload" in between planting charges. The specific VICE explosive used is the CMB, or Compact Bomb. This payload is most effective against infantry and lightly-armed stationary targets, but may also be used against vehicles that use the VICE system.

For more information on the VICE combat system, visit <http://www.vicecombat.com>

[--Disarming Charges--]

CCS, BNWCS, and VICE charges in modes other than Proximity Mode can be disarmed by someone else. However, doing so does present a certain risk.

To disarm someone else's charge, you must first be within 5m of the charge. Click on it, and you will be presented with a menu giving you the option to cut the Red Wire, Blue Wire, Green Wire, or Chicken Out. If you cut the correct wire, (determined randomly), the charge will be disarmed and removed. If you choose incorrectly, the charge will explode. You may also choose to Chicken Out if you decide you'd rather not risk it. Attempts to cut a wire from beyond 5m will simply be unsuccessful. Note that being within 5m of all of these charges will cause significant damage should you choose unwisely.

[--Mil-Spec Charge--]

We have included a special Mil-Spec Handheld unit. This unit will ONLY plant SL Damage charges, which are pre-set to a 5m blast radius, as required by most military combat regulations. The Mil-Spec charges can be destroyed by being shot, should you see one on the battlefield. The Mil-Spec charges use a similar limit on the number of charges that can be placed in single region at any given time. For the Mil-Spec charges, this limit is 5 charges. As with the RP charges, each time a charge is detonated, it will be subtracted from the total number that you have planted, and the charges are counted on a per-region basis. The "chargerreset" command will reset the charge count, but will also remove any charges that

you have planted in the region. We believe that this Mil-Spec handheld unit should conform to most military regulations, rules, and treaties in place at this time, and that the Mil-Spec handheld unit should not have any possible settings that would be illegal under most military regulations, rules, and treaties at this time (Summer, 2010). However, please note that the Mil-Spec unit is unlikely to work against the current "armored" tanks that operate by exploiting the volumedetect bug.

[--Combat Rounds--]

Combat Rounds are rounds that are designed for combat using the default SL Damage system, on Damage-Enabled land. You will know if a parcel has Damage turned on because you will see a heart icon at the top of the screen and a percentage value next to it.

[-HE Damage Charge-]

To load the HE Damage Charge, type "hed" into chat.

The HE (High Explosive) Damage Charge, upon detonation, will kill everyone within a 32M radius, if they are standing on Damage-enabled land.

[-HE Push Charge-]

To load the HE Push Charge, type "hep" into chat.

The HE Push Charge, upon detonation, will push everyone within a 32M radius a moderate distance away from the point of the explosion, if they are standing on Push-enabled land.

[-HE Fragmentation Charge-]

To load the HE Fragmentation Charge, type "frag" into chat.

The HE Fragmentation Charge is similar to the HE Damage Charge, except that upon detonation, it will send small pieces of shrapnel in all directions. Each one of these pieces of shrapnel will cause 40

damage, on damage enabled land. The main advantage of the HE Fragmentation Grenade is that it can be used in HUD combat effectively if they allow such a round.

Note that the HE Fragmentation Grenade only sends out shrapnel at the same height of the explosion point.

[-Push-Restriction Defeating Charge-]

To load the Push-Restriction Defeating Charge, say "prdg" in chat.

The Push-Restriction Defeating Charges have the ability to bypass an area's Push Restriction, and send an avatar a large distance away. It achieves this by locking the avatar in an invisible sphere, which then flies off around the sim, carrying the unfortunate avatar with it.

The technology for the Push-Restriction Defeating Round isn't perfect, and the sphere can sometimes become caught on nearby objects, or hit a wall/roof and become stuck. Because of this, we recommend that you use the Push-Restriction Defeating Round on an avatar in an open, outdoor space, without any obstructions within several metres of the avatar.

[-White Phosphorus Charge-]

To load the White Phosphorus Charge, type "wp" into chat.

The White Phosphorus Charge, upon detonation, will set a radius of 10M ablaze. Any avatar who moves through the fire will be lit on fire and slowly burn to death, if they are standing on Damage-enabled land.

[[[===3. Command List---]]]

Plant a charge	plant
Arm a planted charge	arm
Disarm a planted charge	disarm
Set mode to Timer	timer
Set mode to Remote	remoteon
Set Mode to Proximity	proxon
Set Mode to Laser Tripwire	laser on
Select CCS Charge	ccs
Select BNWCS Charge	bnwcs
Select RPC Charge	rpc
Select HE Damage Charge	hed
Select HE Push Charge	hep
Select Fragmentation Charge	frag
Select Push Restriction Defeat Charge	prdg
Select White Phosphorus Charge	wp
Set Area of Effect (HED and HEP only)	aoe xx (where xx is a value between 5-32)
Activate/Deactivate VICE (vice charge only)	"vice charge on"/"vice charge off"

[[---5. Changelog---]]

v1.6

Switched CCS Damage to Percentage-based damage

Added charge counter to Mil-Spec (LL Damage) charges (5 max)

fixed minor bug that prevented the RPC charge from working in remote det mode

v1.5.1

RPC Charges no longer count against your charge count

RPC Charges can now be disarmed

fixed some minor cheating exploits

v1.5

Increased CCS damage and added status effects

Removed PC Charge

Added BNWCS Charge to RP Handheld unit

Added separate VICE Handheld & charge

Added separate Mil-Spec Handheld unit & charge

Recompiled to LSL

v1.4

HED and HEP charges have adjustable Area of Effect

HED, HEP, and WP charges no longer ignore owner

HED charges now unsit any av that tries to sit on them

CCS API updated to v2.3e

Slight increase in CCS and PC damage totals

All scripts recompiled to Mono

v1.3

Planted charges now die if shift-copied

fixed error with owner messages in prox mode on CCS charge

v1.2

misc bugs and attachment issues

updated PC damage stats

added 2-minute sim-ping to RP mode

fixed issue with stack/heap collisions

added "slide" to the HUD

v1.1

added movelock to RP charge planting

fixed WP and HEP charges

changed RegionSay channels to avoid conflicts

chargereset no longer affects other people's charges

fixed misc minor issues with charges

v1.0

-Release.