
Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:22:00 GMT

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hi, i am making a map (obviously) and have all the buildings running properly and all that, except for one thing. my obelisk is screwed, when i play my level i can kill the obelisk (yes it shoots properly and all that), the announcer will say "NOD Obelisk destroyed" like usual, but when i press the "K" button, the obelisk is still at full health, but it still doesn't shoot after you kill it or bring up what it is when you point at it after you kill it. The result of this is that Nod can win but GDI can't. ok, here is what i did. for my obelisk, i put the obelisk building controller at the point of the obelisk, put the scripts.dll file in the scripts folder, loaded the MX0_Obelisk_Weapon script, and lowered the controller 41 meters. Can anyone tell me what I have done wrong? I would prefer it if you emailed the answer to me at cjkent17@hotmail.com Thx in advance
