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Subject: Obelisk Problem

Posted by [CrazyBastard](#) on Wed, 02 Nov 2005 07:30:51 GMT

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I made a map recently and released it to the public, the UN would have put it on their Newmaps server rotation if not for one crucial bug.

Playing as GDI, if I destroyed every building of nod (Hand Air Ref Obby and Power) the game would not end. all of the buildings work properly - the MCT works, destruction animations work and you hear the audible alert such as "Nod Obelisk Destroyed". However once all 5 structures are razed, the game continues. By pressing K you can see the obelisk is still at full health however the actual obelisk is not targetable as it has visually been destroyed. The map you can download [Here](#) and I also have a couple of screen shots

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