Subject: Re: Has the obelisk glow ever worked?
Posted by havoc9826 on Mon, 17 Apr 2006 07:42:27 GMT

My client version of scripts.dll and bhs.dll:

I think that's 2.6, but it might be 2.5.2

Server: BCServ4 (Black-Cell.net Marathon)
[00:36:21] <~ccfan4326[Laptop]> it's running 2.2.x

Fraps Video: http://bcserv5.black-cell.net/~pub/havoc9826/obglow.wmv - 2.1 MB

What I find a bit weird is how the obelisk charge sound is at the location of the target, rather than at the obelisk itself, although I certainly like the advantage it gives   Also, in the second part of my video, I'm not sure why the obelisk's so confused as to whether it should be charging or shooting, but maybe that's Renegade's fault.