
Subject: Re: Has the obelisk glow ever worked?

Posted by [jonwil](#) on Tue, 18 Apr 2006 12:21:15 GMT

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Ok, turns out that SSAOW (and Dragonade) contain code to do the obelisk glow. This is why so many people see it on their servers (including me on bcsrv5) but I cant make it work in my tests. The answer is that it doesnt work, SSAOW just includes logic to fake it and make it look like it works.

So, it would appear as though there might be something wrong with my animation fix (or with Set_Animation_Frame). Further testing is needed.
