

---

Subject: Nod Obelisk - Bad Aiming

Posted by [DL60](#) on Thu, 15 Mar 2007 13:10:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have a problem with the nod obelisk in my map:

When I drive a gdi apc into the nod base from THIS side and close the rock walls, the obelisk shoots somewhere else but not my apc. It's only the first shot! The seconds hits me then. After I repair my apc and drive out of the base, the obelisk has the same problem: first shot somewhere, second hits.

I don't have this problem when I rush through the other base entrance with the apc or when the apc has a greater distance to the rock wall.

Things I tried:

- completely remade the .lvl file
- changed position of the blue little obelisk house
- removed and added the blue house
- removed some trees which stand in the line of fire

But nothing helped.

Can someone help me or has somebody experience with that problem?

---