

---

Subject: Re: Nod Obelisk - Bad Aiming  
Posted by [DL60](#) on Thu, 15 Mar 2007 16:18:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No I'm not using it. Never heard off but I'm glad if it helps.

So I think I have to wait a little bit for that fix in scripts 3.2.

"Bl turret lag" is that the name of the script / fix? So I can look for it.

---