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Subject: Re: Changelist for scripts.dll 4.0

Posted by [StealthEye](#) on Thu, 18 Sep 2008 21:49:51 GMT

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When you hide, it usually discharges, but sometimes it fires instantly... I'm pretty sure that it was not supposed to do that, because if it was, either it would always discharge, it would always stay charged or it would use some random number generator to determine whether to stay charged. It would not rely on things happening in reverse order so that in some weird way sometimes it happens and sometimes it does not...

It would not make sense anyway since the obelisk in TS (not sure about TD but I assume it worked very similar) did not do that.

Edit: Oh, I just realized you were talking about TD. If the ob did that, my guess is that it is a similar bug or it was indeed intentional. But if it were, why wouldn't the ob simply charge after every shot? Then it would always be able to fire instantly. Knowing that in TS the ob did not stay charged, I think it's very unlikely that it would be intentional, especially after seeing the code for the Renegade ob.

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