
Subject: Re: Obelisk glitching / not hitting
Posted by [RTsa](#) on Sun, 26 Apr 2009 19:53:12 GMT
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No, Nune, that's not what I meant. The way it works is that it only has one ray. It's just graphics that there're 3. That doesn't have anything to do with the way the damage works.

Zack, yeah, it's balanced and this wouldn't really change it - simply fix a bug that's highly abusable on some maps.
