
Subject: Re: Obelisk glitching / not hitting
Posted by [RTsa](#) on Mon, 27 Apr 2009 21:58:15 GMT
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dirtycop wrote on Mon, 27 April 2009 22:23 Because you are behind a solid object and the obelisk doesn't "see you". It's not that smart.

Well duh. I was being sarcastic. MasterEvolution is the one who doesn't know how it works.

And error, I already said the ray's cast from the tip.
