Subject: An Idea for a mod.
Posted by snpr1101 on Sun, 18 Apr 2010 08:30:51 GMT
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Hey; I was wondering if It were possible to create a MOD that shows the current "charge state" of the Obelisk.

Why? Because in certain maps you can obviously nuke PP/Refs/Air Etc by taking cover behind rocks and using Light-poles to obstruct line of sight between you and the Obelisk - allowing you to do Ion / c4 buildings Etc.

I'm not sure if it's just me, but occasionally the wait-time for the obelisk to "De-Charge" (It has to charge again to fire) after it's seen you varies. I could swear that you wait out the exact amount of time for it to de-charge hiding behind a rock, only to run out and get shot; and yet other times it charges again.

I was thinking that it could be shown like a gauge running up the 4 corners of the obelisk as shown in the Pic. Once it reaches the peak, the OB fires.

It can be argued that you could just sit there for 20 seconds or so and this mod would be useless; as the OB would of de-charged by then. However, the longer you sit there, the greater the chance of someone finding you. If you see an opportune moment and run out, knowing the OB has to re-charge, chances of success are alot higher.

Another argument will be "Zomg advantage / hax0rz!" - which I agree it is, but I'll wait and see as to what people say of it yet, let alone if it even is possible to make.