

---

Subject: obelfix.cpp improvements

Posted by [dblancey1](#) on Wed, 28 Jan 2015 21:29:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The obelfix script has some pretty major bugs and also doesn't follow the way the obelisks charged worked during multishot targetting. The biggest issue is that quite often you wouldn't see or hear it fire client side. This is fixed entirely. These fixes do not affect gameplay at all. Its entirely audio and visual. If the obelisk shot at you before it will shoot at you now. This fix has been running on my test server and ultraaow newmaps for a few months now.

<https://www.youtube.com/watch?v=6pWo0989DOE&feature=youtu.be>

---