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Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [npsmith82](#) on Fri, 16 Apr 2004 19:29:41 GMT

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Will the firing warm-up bug be fixed too?

In single player, you step out, it charges, you hide. If you pop your head back out again it will need to do a 2 second recharge again before firing.

In multiplayer, you step out, it "charges", you hide. If you pop your head back out again, it'll zap you without recharging at all (unless you wait nearly 20 seconds or so for it to lose interest).

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