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Subject: Black Hand Studios Presents Working Obelisk Charge-up

Posted by [Blazer](#) on Sun, 18 Apr 2004 13:47:20 GMT

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xptekYeah, it'll be nice for servers besides the BC cronies to have some nice additions to gameplay. Now we need some dynamic weather

Dynamic weather as well as all the other stuff BC does is easy to do (btw dynamic weather is in jonwils scripts.dll 1.6), and always has been...just nobody thought to try tinkering with server side scripts.dll stuff until vloktboky did. There is lots of things that can be done there, as witnessed on the BC servers.

However, adding bells and whistles is not our primary goal. Our current primary goal besides RenGuard is fixing the various bugs in Renegade. The obelisk glow/charge and Emoticons are just the first that we tackled. Look for more fixes soon.

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