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Subject: Hjelstrom please help we are so close to a fully working map

Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:07:00 GMT

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Please help us many of us now have working original maps apart the the AGT/Obelisx. We have place the controllers as described in the howto, many of use have tried the obelisx in both objects/vechicles/nod obelisx and muntion/etc/etcCan you please tell us how to make them, surely it can that hard that someone at westwood can give us a couple of hits on how to do it so we can get these levels out to the world, make renegade even more popular and westwood even more rich?Come on guys support!

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Subject: Hjelstrom please help we are so close to a fully working map

Posted by [Anonymous](#) on Sat, 20 Apr 2002 10:17:00 GMT

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bump

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Subject: Hjelstrom please help we are so close to a fully working map

Posted by [Anonymous](#) on Sat, 20 Apr 2002 11:05:00 GMT

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Sorry, its hard for me to guess what is wrong in this case. Next week we should be able to put a tutorial or something out that will get your base defenses going.

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