
Subject: Obelisk Problem

Posted by [CrazyBastard](#) on Wed, 02 Nov 2005 07:30:51 GMT

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

I made a map recently and released it to the public, the UN would have put it on their Newmaps server rotation if not for one crucial bug.

Playing as GDI, if I destroyed every building of nod (Hand Air Ref Obby and Power) the game would not end. all of the buildings work properly - the MCT works, destruction animations work and you hear the audible alert such as "Nod Obelisk Destroyed". However once all 5 structures are razed, the game continues. By pressing K you can see the obelisk is still at full health however the actual obelisk is not targetable as it has visually been destroyed. The map you can download [Here](#) and I also have a couple of screen shots

Subject: Re: Obelisk Problem

Posted by [JeepRubi](#) on Wed, 02 Nov 2005 13:27:37 GMT

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

Check to see if you have multipule obelisk building controllers were they should not be.

Subject: Re: Obelisk Problem

Posted by [CrazyBastard](#) on Thu, 03 Nov 2005 07:09:36 GMT

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

I have done that, by checking the instances tab, and there is only one obelisk controller. I deleted it, saved the level, quit level edit, restarted it and placed one controller at titan's advice. This made the obelisk show as destroyed when you press K but still the game does not end when all Nod buildings are destroyed...

Subject: Re: Obelisk Problem

Posted by [YSLMuffins](#) on Thu, 03 Nov 2005 22:14:28 GMT

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

Have you placed any other building controllers besides the basic 5?

Subject: Re: Obelisk Problem

Posted by [CrazyBastard](#) on Fri, 04 Nov 2005 03:52:56 GMT

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

I have checked, and there are only Hand, Air, Ref, Ob and Power controllers...plus 4 turrets

Subject: Re: Obelisk Problem
Posted by [JeepRubi](#) on Fri, 04 Nov 2005 13:11:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

You have 4 turrets.....

hmm i didnt think that turrets needed controllers.

Subject: Re: Obelisk Problem
Posted by [Spice](#) on Fri, 04 Nov 2005 19:11:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

They don't need controllers. That might be your problem. If you put some on the to begin with.

Subject: Re: Obelisk Problem
Posted by [CrazyBastard](#) on Sat, 05 Nov 2005 02:05:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I removed all the controllers, saved and quit LE, went back in and did the Ref PP Air Hon and Ob again, left out turrets. Purged the map of any NOD controllers whatsoever, and it works now - thanks for the help.

Updated Download Link
