
Subject: Obelisk Glitching

Posted by [Tyarande](#) on Fri, 12 May 2006 02:15:28 GMT

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I asked how I was obelisk glitching, and another player asked the same question. I would like to know how I was obelisk glitching. since I wasn't answered, I left.

As we are not allowed to give warnings as they might be thought of as threats, I will not give one.

I am unhappy, and am still waiting for my answer.

Tyarande

Subject: Re: Obelisk Glitching

Posted by [Kanezor](#) on Fri, 12 May 2006 02:27:34 GMT

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Obelisk glitching has nothing to do with RenGuard. You'll need to ask the forums of the server you were on.

In general, if the obelisk shoots at you but you do not take damage, then you are obelisk glitching.

Subject: Re: Obelisk Glitching

Posted by [Blazer](#) on Fri, 12 May 2006 04:33:35 GMT

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There are server side fixes for obelisk glitching.

One of them (ssaow) warns the player that they are glitching and if they keep doing it, kicks them.

There is another fix (not sure who released it), that modifies the obelisk weapon softpierce setting so that instead of firing and "missing", it always hits, thus preventing glitching.

Note that even with those fixes, you can still "glitch" the obelisk by keep poking your head out and back in before you get hit...this can be considered glitching (or mistaken for it) depending on the rules of the particular server you are playing on.

Subject: Re: Obelisk Glitching

Posted by [=HT=T-Bird](#) on Fri, 12 May 2006 12:07:04 GMT

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I have had a couple of cases on Hourglass where I glitched the obelisk without even trying to do so.

Subject: Re: Obelisk Glitching
Posted by [Kanezor](#) on Fri, 12 May 2006 20:28:21 GMT
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I think just about everyone has.

Subject: Re: Obelisk Glitching
Posted by [agent6998](#) on Fri, 18 Aug 2006 06:30:05 GMT
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Kanezor wrote on Fri, 12 May 2006 13:28I think just about everyone has.

Exept me. I think it's just a lagging problem. If they blame you, just make a forceful, yet clean, argument and hopefully they will believe you.
