Subject: An Idea for a mod.
Posted by snpr1101 on Sun, 18 Apr 2010 08:30:51 GMT
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Hey; I was wondering if It were possible to create a MOD that shows the current "charge state" of the Obelisk.

Why? Because in certain maps you can obviously nuke PP/Refs/Air Etc by taking cover behind rocks and using Light-poles to obstruct line of sight between you and the Obelisk - allowing you to do Ion / c4 buildings Etc.

I'm not sure if it's just me, but occasionally the wait-time for the obelisk to "De-Charge" (It has to charge again to fire) after it's seen you varies. I could swear that you wait out the exact amount of time for it to de-charge hiding behind a rock, only to run out and get shot; and yet other times it charges again.

I was thinking that it could be shown like a gauge running up the 4 corners of the obelisk as shown in the Pic. Once it reaches the peak, the OB fires.

It can be argued that you could just sit there for 20 seconds or so and this mod would be useless; as the OB would of de-charged by then. However, the longer you sit there, the greater the chance of someone finding you. If you see an opportune moment and run out, knowing the OB has to re-charge, chances of success are alot higher.

Another argument will be "Zomg advantage / hax0rz!" - which I agree it is, but I'll wait and see as to what people say of it yet, let alone if it even is possible to make.

Subject: Re: An Idea for a mod.
Posted by zeratul on Sun, 18 Apr 2010 08:36:43 GMT
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as great an idea it sounds... i wouldn't use this
i believe its fine the way it is

also such a thing would be highly controversial?

Subject: Re: An Idea for a mod.
Posted by snpr1101 on Sun, 18 Apr 2010 09:14:17 GMT
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Zeratul wrote on Sun, 18 April 2010 03:36as great an idea it sounds... i wouldn't use this
i believe its fine the way it is

also such a thing would be highly controversial?

I did mention that it might be conroversial. You wouldn't use this because you'd feel it's too much of advantage?

Subject: Re: An Idea for a mod.
Posted by Goztow on Sun, 18 Apr 2010 09:39:13 GMT
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The ob charging time is bugged indeed. After it charges the first time and doesn't shoot, it stays charged up. This seems to be a bug. BI fixed this server side already. Maybe they can explain how they figured it to be a bug (code wise)?

Subject: Re: An Idea for a mod.
Posted by zeratul on Sun, 18 Apr 2010 09:55:25 GMT
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snpr1101 wrote on Sun, 18 April 2010 03:14

I did mention that it might be conroversial. You wouldn't use this because you'd feel it's too much of advantage?

exactly the reason its retarded if you get to actually see how charged it is instead of judging by sound and timing without seeing. i do hate the charge and stay charge thing though...

edit: sentences

Subject: Re: An Idea for a mod.
Posted by HaTe on Sun, 18 Apr 2010 16:14:13 GMT
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Atomix's new mod will have the fix too, i believe. I'm not sure how though..

Subject: Re: An Idea for a mod.
Posted by GEORGE ZIMMER on Sun, 18 Apr 2010 18:33:07 GMT
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It's something to do with Renegade's charging system (although the Obelisk's weapon technically doesn't even use that system, it's similar I'd imagine). If you charge something but don't fire it, you can try to charge it again and it'll fire much quicker. It's actually pretty cool sometimes.

Subject: Re: An Idea for a mod.
Posted by HaTe on Sun, 18 Apr 2010 20:01:43 GMT
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"Obi auto fire" and it's gayness is completely uncool. Especially when it charges on some1 else, then auto-fires on you. It causes 35% of Renegade rage-quits you know?

Subject: Re: An Idea for a mod.
Posted by GEORGE ZIMMER on Sun, 18 Apr 2010 21:23:51 GMT
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HaTe wrote on Sun, 18 April 2010 15:01"Obi auto fire" and it's gayness is completely uncool. Especially when it charges on some1 else, then auto-fires on you. It causes 35% of Renegade rage-quits you know?
It'd be a fucking useless defense otherwise, and people would abuse the hell out of it.

Subject: Re: An Idea for a mod.
Posted by YazooGang on Mon, 19 Apr 2010 18:42:43 GMT
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Some hiding places are stable, but some are bugged, so its good if you get killed without knowing charge state. Go play RenegadeX!

Subject: Re: An Idea for a mod.
Posted by HaTe on Mon, 19 Apr 2010 23:39:27 GMT
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GEORGE ZIMMER wrote on Sun, 18 April 2010 15:23HaTe wrote on Sun, 18 April 2010 15:01"Obi auto fire" and it's gayness is completely uncool. Especially when it charges on some1 else, then auto-fires on you. It causes 35% of Renegade rage-quits you know?
It'd be a fucking useless defense otherwise, and people would abuse the hell out of it.
It still fires, so useless is completely wrong. It just has to wind up fully, like it was supposed to be. Rather than remain at 90% loaded, then fire instantly upon seeing another GDI player..

Subject: Re: An Idea for a mod.
Posted by zeratul on Mon, 19 Apr 2010 23:48:34 GMT
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HaTe wrote on Mon, 19 April 2010 17:39
It still fires, so useless is completely wrong. It just has to wind up fully, like it was supposed to be.
Rather than remain at 90% loaded, then fire instantly upon seeing another GDI player..
this has saved Nod base a few times... such as a Hotwire is going for a building and a different

vehicle is distracting... the veh decides to back out last second of charge the Hotwire then waits a few seconds(this is only on a map where the blockage: rock wall etc. is close enough to a building for the ob not to be able to charge in time) and the ob instead of charging hits the Hotwire (this happened in a 3v3 game i was in not to long ago... dont remember map) the player then in total rage said "WTF" and quit in rage... GDI then complained about the game being uneven but Nod lost anyway

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Subject: Re: An Idea for a mod.
Posted by HaTe on Tue, 20 Apr 2010 01:16:37 GMT
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OH. So it helps what is the statistically more dominant team, and so it should be kept   . It's clearly a glitch, and was not meant to remain charged, or semi-charged. It wouldn't be abused because that's the way it was meant to be...you can't abuse something that is meant to work like it is. You can however get fucked by an obi auto fire. Yet for some reason George Zimmer was for the pointsfix, because it was a glitch fixed. Oh...the irony.

Subject: Re: An Idea for a mod.
Posted by snpr1101 on Tue, 20 Apr 2010 07:56:58 GMT
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So is anyone going to comment on the Mod itself, let alone the possibility of making it?

Subject: Re: An Idea for a mod.
Posted by zeratul on Tue, 20 Apr 2010 10:21:58 GMT
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snpr1101 wrote on Tue, 20 April 2010 01:56So is anyone going to comment on the Mod itself, let alone the possibility of making it?
as for the charge fix... yes... the mod IMO no