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Subject: Modsearch: Ob Fix

Posted by [C4miner](#) on Wed, 29 Dec 2004 20:05:54 GMT

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I am searching for the fix to the Obelisk for multiplayer games. It's the one that lets you see (and hear) the Obelisk charging up regardless of whether or not you are the host.

I realize this fix is included with Core Patch 1, but I chose to disable CP1 due to all the other unwanted and extraneous sound files it activated.

If anyone can supply a link or a way to fix this bug myself it would be greatly appreciated.

Thanks.

Edit: I am also searching for an updated strings.tdb file (one which distinguishes between stealth black hands and the other blackhand unit types).

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