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Subject: Main base defence questions.

Posted by [Naamloos](#) on Sun, 27 Feb 2005 12:37:43 GMT

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What could be a reason for the obelisk not firing?

The building IS "activated" but it's not shooting at anything. While the AGT is.

I tried placing the building controller on many places around the obi but it never attacks enemy units.

And how do i edit the weapons that they use? (the 2 scripts they have doesn't have anything that can be changed)

:oops:

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