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Subject: Obelisk glitching / not hitting

Posted by [RTsa](#) on Sat, 25 Apr 2009 21:26:32 GMT

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Okay, so on quite a few maps you can avoid getting hit by the obelisk because it misses you and thus GDI can get in Nod buildings etc. It's mostly a problem with fanmaps, but maps like Under and City (&flying) are also affected.

So the obi sees you and shoots at you, but the way it works is that it traces a ray that only stops at map geometry (& vehicles too?) so basically, with infantry, the ray goes past you and hits the ground behind you. Now, if the obi is far enough away (or you're standing in the right place - map geometry wise or you jump at the right time), the splash center will be to far away and the radius will be too small to actually do damage to you.

What I'd like to see is for TT to fix this glitch, of course. I'm pretty sure at least most people agree that this is a bug that should be fixed. This does change the balance somewhat though as it'll be slightly harder for GDI to walk in Nod base on some maps in some places. What I propose is to make the whole Obi ray do the damage to anything it touches. As in, sort of a round tube - just like it should be. If it can be changed that is..

Either that, or make the ray trace work similarly to any other weapon - so that it also takes into account infantry.

Imagine the end to n00bs standing on the central hill on Hourglass just glitching the obi - they'll be surprised when the obi actually hits them.

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