
Subject: Re: Obelisk glitching / not hitting
Posted by [RTsa](#) on Mon, 27 Apr 2009 16:40:04 GMT
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Tell me then, why is it possible to hide from the obi behind a lightpole?

edit: I got hit because obi works differently when testing stuff out and hosting a game for yourself compared to playing on an actual server - still, it's very much possible to hide behind one of those if you just know the spot to be at. The ray traces from the very tip of the obi to the center of the character, so if you're in 1st person and look at the tip but can't see it, then chances are you won't be hit