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Subject: Re: Renegade X - September '09 Update!  
Posted by [EvilWhiteDragon](#) on Wed, 30 Sep 2009 19:26:49 GMT  
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R315r4z0r wrote on Wed, 30 September 2009 17:59: EvilWhiteDragon wrote on Wed, 30 September 2009 06:02: The obelisk charge bug is fixed on the BlackIntel servers and should be fixed in TT as well so  
What exactly do you mean by "bug?" Do you mean the Obelisk no longer holds a charge? Or is the charge now visible to all players?

The Obelisk is supposed to hold charges, I wouldn't consider that a bug.  
IT'll now hold charge for as long as it normally does, and then discharge. Not like default ren that it can stay charged for over 30 seconds with no enemy in sight.

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