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Subject: fixing ob walking serverside

Posted by [iRANian](#) on Sun, 01 May 2011 22:09:17 GMT

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I've been trying to fix ob walking by changing the way the obelisk attacks from `Attack_Target` to `Set_Attack_Position` if the targeted object is a soldier. This works correctly but it fucks up the warm-up animation. Here's the code:

<http://pastebin.ca/2052654>

The way it's programmed it should show the warm-up animation, but with my small change it doesn't work.

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