
Subject: Modsearch: Ob Fix
Posted by [C4miner](#) on Wed, 29 Dec 2004 20:05:54 GMT
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I am searching for the fix to the Obelisk for multiplayer games. It's the one that lets you see (and hear) the Obelisk charging up regardless of whether of not you are the host.

I realize this fix is included with Core Patch 1, but I chose to disable CP1 due to all the other unwanted and extraneous sound files it activated.

If anyone can supply a link or a way to fix this bug myself it would be greatly appreciated.

Thanks.

Edit: I am also searching for an updated strings.tdb file (one which distinguishes between stealth black hands and the other blackhand unit types).

Subject: Modsearch: Ob Fix
Posted by [Blazer](#) on Wed, 29 Dec 2004 23:03:39 GMT
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You can install CP1, and disable the extra sounds by placing 0 byte files of the same name in your data directory (or copies of the orig sound).

Another option would be to ask jonwil to provide you with a special scripts.dll that has the play_animation fix for the obelisk but none of the other fixes or improvements.

Subject: Modsearch: Ob Fix
Posted by [snipesimo](#) on Thu, 30 Dec 2004 04:58:37 GMT
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When zunnie fixes the fanmaps FTP, I will upload the strings mod.

Subject: Modsearch: Ob Fix
Posted by [zunnie](#) on Thu, 30 Dec 2004 06:53:49 GMT
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fixed. check pm

Subject: Modsearch: Ob Fix
Posted by [snipesimo](#) on Fri, 31 Dec 2004 03:51:24 GMT
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<http://www.fanmaps.net/snipesimo/stringsTDB-2.zip>

Subject: Modsearch: Ob Fix

Posted by [C4miner](#) on Fri, 31 Dec 2004 04:01:11 GMT

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Thanks. Couldn't find that anywhere.

Subject: Modsearch: Ob Fix

Posted by [snipesimo](#) on Fri, 31 Dec 2004 05:15:17 GMT

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no problem, but thank npsmith82, he made it
