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Subject: Obelisk Object

Posted by [obelisk70](#) on Thu, 10 Mar 2005 04:15:15 GMT

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I wanted to try to make the obelisk an Object rather than terrain. But when i place a obelisk controller on the an object it keeps shooting after the obelisk of light blows up either that or it will just keep shooting in one direction.  
Does anybody know how to fix this?

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Subject: Obelisk Object

Posted by [YSLMuffins](#) on Thu, 10 Mar 2005 04:26:53 GMT

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You must make the obelisk as terrain--that's the only way building controllers will function properly.

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Subject: Obelisk Object

Posted by [laeubi](#) on Thu, 10 Mar 2005 08:56:05 GMT

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You can use the Custom scripts, (JW\_Death\_Send\_Custom + Destroy Object on Custom) to have the obelisk as a tile..

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Subject: Obelisk Object

Posted by [Sir Kane](#) on Thu, 10 Mar 2005 13:18:23 GMT

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Who would want to use that crap?

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Subject: Obelisk Object

Posted by [obelisk70](#) on Thu, 10 Mar 2005 16:02:23 GMT

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Thanks laeubi ile try that

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Subject: Obelisk Object

Posted by [obelisk70](#) on Thu, 10 Mar 2005 16:04:09 GMT

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Thanks

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Subject: Obelisk Object  
Posted by [Sir Kane](#) on Thu, 10 Mar 2005 20:10:00 GMT  
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It was neither. JW\_/JFW\_ are also know as bullshit\_, crap\_, FuckedUp\_, etc.

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Subject: Obelisk Object  
Posted by [obelisk70](#) on Fri, 11 Mar 2005 01:20:25 GMT  
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Subject: Obelisk Object  
Posted by [obelisk70](#) on Fri, 11 Mar 2005 01:27:31 GMT  
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Oh sorry i thought you meant

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Subject: Obelisk Object  
Posted by [xptek](#) on Fri, 11 Mar 2005 04:20:02 GMT  
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They work fine, you're probably not using them correctly. How do you have them setup?

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Subject: Obelisk Object  
Posted by [laeubi](#) on Fri, 11 Mar 2005 19:07:43 GMT  
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I used this method with no problem.

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Subject: Obelisk Object  
Posted by [obelisk70](#) on Fri, 11 Mar 2005 23:40:03 GMT  
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OK never mind i screwed up its works pretty good.  
I'm not the best with making animations so i just made the obelisk fall into the ground lol. Does anybody know how to make an animation repeat itself after something gets destroyed.

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