
Subject: Obelisk shooting too high

Posted by [Anonymous](#) on Tue, 19 Nov 2002 03:59:00 GMT

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When i tried out the map, the obelisk and agt are shooting much more higher than it is. The blue house was placed in the right place, how to solve this problem?
<http://us.f1.yahoofs.com/users/d27b3ede/bc/C&C+Death.zip?bcl9i29A7mLbs6UQ>
<http://us.f1.yahoofs.com/users/d27b3ede/bc/C&C+Death.zip?bcl9i29A7mLbs6UQ>
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<http://us.f1.yahoofs.com/users/d27b3ede/bc/C&C+Death.zip?bcl9i29A7mLbs6UQ>

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Posted by [Anonymous](#) on Tue, 19 Nov 2002 06:42:00 GMT

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taken from Greg's how to in your how to folder: quote:b) Nod Obelisk (see Figure 3)(1) Place is...cant tell - because your links do not work.

Subject: Obelisk shooting too high

Posted by [Anonymous](#) on Tue, 19 Nov 2002 15:25:00 GMT

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Why always changing the link?????? I hate this!

Subject: Obelisk shooting too high

Posted by [Anonymous](#) on Wed, 20 Nov 2002 00:59:00 GMT

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true
