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Subject: Dunno if these belongs here, but it seems to be a glitch?  
Posted by [TFL Lord PhantomBMAN](#) on Tue, 18 Apr 2006 02:28:14 GMT  
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I've only been playing Renegade online for about a week or so, and some of you may know me as tflLord ingame.

Anyway, I noticed that on the map "City-Flying", if you are GDI, and do a transport drop (as I usually am doing), on one of the buildings on the far left/right, the obelisk beam shoots at you, but does absolutely no damage. Its as if it misses you. I was warned by the server (noobstories) that I would be banned or kicked, not sure which, if I continued to exploit it. Not wanting trouble, I quickly killed myself.

Is this a well known glitch? Is there a way to fix it?

Sorry if its a stupid question, just registered on here a few minutes ago.

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Subject: Re: Dunno if these belongs here, but it seems to be a glitch?  
Posted by [warranto](#) on Tue, 18 Apr 2006 03:41:08 GMT  
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It's well know. It's called "Glitching the Ob". Unfortunately, there is no solution to it as of yet.

It's a kickable offence in n00bstories (and I'm sure many others) to do it as it keeps the obilisk focused on you, and can prevent the obilisk from firing at anything else.

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Subject: Re: Dunno if these belongs here, but it seems to be a glitch?  
Posted by [TFL Lord PhantomBMAN](#) on Tue, 18 Apr 2006 05:11:53 GMT  
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Thanks dude. And nice job killing me today. You ruine dmy chances of destroying the GDI War Factory.

\*fumes silently\*

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Subject: Re: Dunno if these belongs here, but it seems to be a glitch?  
Posted by [warranto](#) on Tue, 18 Apr 2006 14:59:44 GMT  
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heh, fear my SBH hunting skills

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