
Subject: Nod Obelisk - Bad Aiming
Posted by [DL60](#) on Thu, 15 Mar 2007 13:10:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have a problem with the nod obelisk in my map:

When I drive a gdi apc into the nod base from THIS side and close the rock walls, the obelisk shoots somewhere else but not my apc. It's only the first shot! The seconds hits me then. After I repair my apc and drive out of the base, the obelisk has the same problem: first shot somewhere, second hits.

I don't have this problem when I rush through the other base entrance with the apc or when the apc has a greater distance to the rock wall.

Things I tried:

- completely remade the .lvl file
- changed position of the blue little obelisk house
- removed and added the blue house
- removed some trees which stand in the line of fire

But nothing helped.

Can someone help me or has somebody experience with that problem?

Subject: Re: Nod Obelisk - Bad Aiming
Posted by [StealthEye](#) on Thu, 15 Mar 2007 13:19:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you using the BI turret lag fix? It used to have this problem (on all maps). An improved (fixed) version should be in some scripts.dll release. I'm not sure in which release though.

Subject: Re: Nod Obelisk - Bad Aiming
Posted by [jonwil](#) on Thu, 15 Mar 2007 13:52:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

It will be in scripts.dll 3.2.

Subject: Re: Nod Obelisk - Bad Aiming
Posted by [DL60](#) on Thu, 15 Mar 2007 16:18:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

No I'm not using it. Never heard off but I'm glad if it helps.

So I think I have to wait a little bit for that fix in scripts 3.2.

"BI turret lag" is that the name of the script / fix? So I can look for it.

Subject: Re: Nod Obelisk - Bad Aiming
Posted by [Jerad2142](#) on Thu, 15 Mar 2007 16:26:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

The obelisk has been missing badly since scripts 3.0, so it is nothing you did.

Subject: Re: Nod Obelisk - Bad Aiming
Posted by [StealthEye](#) on Thu, 15 Mar 2007 17:21:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scripts.dll 3.0 then probably implemented the BI turret lag fix already.
Scripts.dll 3.2 will have an improved version, which no longer breaks the obelisk targeting.

DeathLink6.0, the fix is named "Turret lag fix", made by BlackIntel. Currently we do not have it on the site any more though as it was implemented in scripts.dll 3.0. The bug you are describing is not solved by the turret lag fix, but it is caused by it. This bug, together with another change, will be implemented in scripts.dll 3.2.

You'd best ignore the bug, if hosted on a dedicated server it will not exist anyway (well, it will only visually miss you, but still do damage.)

Subject: Re: Nod Obelisk - Bad Aiming
Posted by [Jerad2142](#) on Thu, 15 Mar 2007 21:18:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

There are also problems with the "RA_Simple_Base_Defense" script shooting when its not even aiming at you.

Subject: Re: Nod Obelisk - Bad Aiming
Posted by [DL60](#) on Thu, 15 Mar 2007 21:24:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

So the "bug" will only appear in LAN-Mode. That's okay.

Now I have some last questions:

In the flying version of this I use the JDW_Base_Defense_VTOL-onlay-Script for my SAM-Sites and the "bug" appears also there with transportheils and so on.

Is it really necessary to pack the current version of scripts to .mix archive for working sam sites? (I think most players have scripts or?)

The interesting thing for me is the following:

If I pack some scripts into an archive will this have a bad effect later when a player uses a newer version of the scripts in his DATA-dir?

Will the "bug" appear on dedicated servers when the .mix archive contains the scripts?

Subject: Re: Nod Obelisk - Bad Aiming
Posted by [Jerad2142](#) on Thu, 15 Mar 2007 21:25:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

The bug appears in single player to.

Subject: Re: Nod Obelisk - Bad Aiming
Posted by [DL60](#) on Fri, 16 Mar 2007 14:01:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Okay I think in singleplayer is it not so important like in multiplayer.

Subject: Re: Nod Obelisk - Bad Aiming
Posted by [Jerad2142](#) on Fri, 16 Mar 2007 14:14:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe not in YOUR single player.