
Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:22:00 GMT

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hi, i am making a map (obviously) and have all the buildings running properly and all that, except for one thing. my obelisk is screwed, when i play my level i can kill the obelisk (yes it shoots properly and all that), the announcer will say "NOD Obelisk destroyed" like usual, but when i press the "K" button, the obelisk is still at full health, but it still doesn't shoot after you kill it or bring up what it is when you point at it after you kill it. The result of this is that Nod can win but GDI can't. ok, here is what i did. for my obelisk, i put the obelisk building controller at the point of the obelisk, put the scripts.dll file in the scripts folder, loaded the MX0_Obelisk_Weapon script, and lowered the controller 41 meters. Can anyone tell me what I have done wrong? I would prefer it if you emailed the answer to me at cjkent17@hotmail.com Thx in advance

Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:24:00 GMT

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do tha bird with

Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:57:00 GMT

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what? wtf do u mean by that? [February 17, 2003, 03:23: Message edited by: cjkent17]

Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Thu, 13 Feb 2003 18:43:00 GMT

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Take off that weapon script, it does that on its own. might be the proplem...

Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Fri, 14 Feb 2003 12:29:00 GMT

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and was it not to lower down by 14 meters?Can you psot a screen?

Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Fri, 14 Feb 2003 12:38:00 GMT

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It was 41.I attached the M00_base_defense script to my Obelisk, and it all works just fine.

Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Sat, 15 Feb 2003 06:51:00 GMT

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Don't attach ANY scripts to the controller.

Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Sat, 15 Feb 2003 21:14:00 GMT

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yes no extra script is needed, the building controller is already set up for the appropriate stuff. dont add any scripts, as for the easy kill thing. I heard if you delete the armor.ini file from leveledit/modfolder/iforgotwhichfolderthen it will use the correct armor settings

Subject: help with obelisk in leveledit

Posted by [Anonymous](#) on Mon, 17 Feb 2003 03:19:00 GMT

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ok cool thanks it works!! just deleted the script and everything worked fine. Thank God, thought I would have to restart my map for a while there! [February 17, 2003, 03:22: Message edited by: cjkent17]
