
Subject: Siege and Obi

Posted by [IronWarrior](#) on Fri, 21 Sep 2007 18:37:10 GMT

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Does anyone know what M00_Nod_Obelisk_CNC does?

It is added to the Obi Building Controller on Siege, after using the LevelRedit.

When testing the new .mix in game, the Obi is able to kill an GDI APC with one hit. O.O

Subject: Re: Siege and Obi

Posted by [Yrr](#) on Fri, 21 Sep 2007 19:31:43 GMT

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What if you remove the script from the obelisk?

Maybe it is a bug in LR which attaches scripts even if they are already attached to the objects' presets.

Subject: Re: Siege and Obi

Posted by [sadukar09](#) on Fri, 21 Sep 2007 19:33:43 GMT

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I think thats the scripts in the First missions with all the scripted action and you get to drive a Medium. Maybe it's the script that kills the Humvee :/

Subject: Re: Siege and Obi

Posted by [IronWarrior](#) on Fri, 21 Sep 2007 20:10:11 GMT

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Tested it.

That script triples the firepower of the OBI.

If used, it kills an APC in one hit.

Subject: Re: Siege and Obi

Posted by [R315r4z0r](#) on Fri, 21 Sep 2007 20:12:47 GMT

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sadukar09 wrote on Fri, 21 September 2007 15:33I think thats the scripts in the First missions

with all the scripted action and you get to drive a Medium. Maybe it's the script that kills the Humvee :/

Why would you need to modify the Obelisk's fire power to kill a humm-vee in one shot? Doesn't do that already?

Subject: Re: Siege and Obi

Posted by [Oblivion165](#) on Fri, 21 Sep 2007 20:31:35 GMT

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To make it a sure thing. The obi can slightly miss and the damage is less that way.

Subject: Re: Siege and Obi

Posted by [sadukar09](#) on Fri, 21 Sep 2007 21:54:55 GMT

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razorblade001 wrote on Fri, 21 September 2007 13:12sadukar09 wrote on Fri, 21 September 2007 15:33I think thats the scripts in the First missions with all the scripted action and you get to drive a Medium. Maybe it's the script that kills the Humvee :/

Why would you need to modify the Obelisk's fire power to kill a humm-vee in one shot? Doesn't do that already?

Obelisks misses often on hill and things that are behind a hill. There were a lot of Tank Traps on the first level, so the humvee might accidentally go behind an obstacle (you pushing it)and the scripted action misses.
