Subject: Re: Changelist for scripts.dll 4.0
Posted by Jerad2142 on Thu, 18 Sep 2008 15:35:27 GMT
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Speaking of the obelisk, on the original C&C the obelisk could charge up and then if the unit it was targeting was destroyed it could sit inactive for a long amount of time, then when another unit showed up it would just fire then it would have to recharge to take another shot. I'm just saying that I think thats how renegade purposely had it set up.