Subject: Quick LE question - Obelisk POV
Posted by Altzan on Sat, 23 Oct 2010 01:24:14 GMT

I am making a map in Gmax for my bothers and me to play over LAN. I have a problem though.

The Nod base has two Obelisks. I'm using the duplicate buildings setup from the Mod Release section so there's an Ob1 and Ob2, and each has its own mp_Nod_Obelisk controller like instructions say to do.

The problem: both obelisks don't fire at anything in front of them. They only hit what they see to the sides or behind them.

Any idea why this could happen? There's no objects obscuring the ob's line of sight.

File Attachments
1) ScreenShot08.png, downloaded 519 times

2) ScreenShot09.png, downloaded 512 times