
Subject: Re: obelisk gun miniconsole

Posted by [LR01](#) on Tue, 29 Aug 2006 15:44:24 GMT

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1. serversided? use objects.aow? then I gues you can add the nod and change it to GDI...
2. ->Munitions -> Explosion -> Explosions_Weapons -> Explosion_Obelisk , the settings tab not 100% sure

(you need to change the explosion, cuz as you know the beam it self doesn't do damage, only where it its the ground(the explosion))
