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Subject: Obby Gun

Posted by [PsuFan](#) on Wed, 16 May 2007 22:13:44 GMT

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Troubles making an obby gun CLIENT COMPATABLE. Anyone know how to make it client compatible?

(I have a working version not client compatible, and yes I posted this in another board (the wrong one))

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Subject: Re: Obby Gun

Posted by [BlueThen](#) on Wed, 16 May 2007 22:16:01 GMT

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---

Don't know what you are talking about... but Weapon\_MX0\_Ob (or something like that) is a weapon that can be with players...

---

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Subject: Re: Obby Gun

Posted by [PsuFan](#) on Wed, 16 May 2007 22:35:57 GMT

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---

An obliisk gun that works for all players, No download. I tried making the pic and changing the weapon to the oblesk but this isnt client compatible.

---

---

Subject: Re: Obby Gun

Posted by [Zion](#) on Wed, 16 May 2007 23:03:52 GMT

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Can you not change the projectile to the obelisks? I'm sure that's what i was told, i'll ask Reaver11 again.

---

---

Subject: Re: Obby Gun

Posted by [PsuFan](#) on Wed, 16 May 2007 23:53:22 GMT

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---

I dont think you need to edit the projectile, or if so, just something to make it spawn on the level. I tried making it & nothing, I got it to work as an engineers gun, but I need it as a weapon.

---

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Subject: Re: Obby Gun

Posted by [BlueThen](#) on Thu, 17 May 2007 00:03:25 GMT

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---

Is this for a server?

---

---

Subject: Re: Obby Gun  
Posted by [PsuFan](#) on Thu, 17 May 2007 01:05:28 GMT

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---

Ah I dont see what difference it makes?

Yes its for a server, what else would it be for. Please help, If you dont know how. Then please do not post. (no offence)

---

---

Subject: Re: Obby Gun  
Posted by [Jerad2142](#) on Thu, 17 May 2007 02:10:34 GMT

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---

All you have to do is turn the pic's beam red, then give it a charge time and lots of fire power.

---

---

Subject: Re: Obby Gun  
Posted by [PsuFan](#) on Thu, 17 May 2007 02:24:54 GMT

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---

ahh are you sure that works? I dont think thats how you do it? It looks like the obby munition, not a red beam with power.

---

---

Subject: Re: Obby Gun  
Posted by [BlueThen](#) on Thu, 17 May 2007 02:46:10 GMT

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---

Turn the personal ion cannon's ammo into ob's, lower the ob's damage, and lala.

---

---

Subject: Re: Obby Gun  
Posted by [PsuFan](#) on Thu, 17 May 2007 03:12:05 GMT

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---

bluethen wrote on Wed, 16 May 2007 21:46 Turn the personal ion cannon's ammo into ob's, lower the ob's damage, and lala.

This is not client compatible, users crash when they join a server with this. I have tried this

already. Any other suggestions.

---

---

Subject: Re: Obby Gun  
Posted by [jnz](#) on Thu, 17 May 2007 07:59:00 GMT  
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---

Copy \*ALL\* the serversided files out of level edit then. Can't remember what they are, I think ddb and ldb or something.

---

---

Subject: Re: Obby Gun  
Posted by [Slave](#) on Thu, 17 May 2007 11:26:13 GMT  
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---

I did something like this once.

I don't know exactly, but I thought it could be found  
Weapons->Structures->Obelisk

It's actually set up to work well as a personal gun too.

Hook it to a player using a powerup, or directly via unit settings. Like you would do with any other weapon.

---

---

Subject: Re: Obby Gun  
Posted by [Reaver11](#) on Thu, 17 May 2007 13:33:51 GMT  
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---

Just do what slave said -->

Goto (in LE) --> Object - Powerup - Soldierpowerups.

Most servers use the POW\_Double\_Damage as the obgun but if you want another. Then that isn't a problem.

Select the POW you want and click mod

Goto the settingstab - Then goto GrantweaponID -> Select the Oblisk weapon (Either Oblisk weapon of MX0\_Oblisk)(Then difference is that one can kill buildings the other can't)

Then don't forget to tick the Grantweapon and Alwaysallowgrant.

There you have your obgun.

Note -> You can do this with every weapon in the game BUT some don't have gunmodels and it

isn't server-side to change gunmodels. (So first check a weapon if it has a gunmodel)

If you want to use this weapon on the Server either make a dropscrip or make a map.

You can simply take C&C\_Field.mix form the Westwood multiplayermaps. Downloadable on ftp.westwood.com

Then add the POW\_Double\_Damage on the map (Either as spawner or just for testing)

Then goto Levels in you're current 'account in LE'. Take the level.idd and level.ddb (In this situation prob Field.idd)

Then copy them and paste them in you're server data directory.

After that goto you're LE 'account' and take the objects.ddb and move it to you're server-data directory. Make a backup of you're old objects. Then rename objects.ddb to objects.aow.

And run the map field and have fun ^^

---

Subject: Re: Obby Gun  
Posted by [Zion](#) on Thu, 17 May 2007 14:13:13 GMT  
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^ That's the bugger!

Reaver you pwn!

---

Subject: Re: Obby Gun  
Posted by [PsuFan](#) on Thu, 17 May 2007 17:34:41 GMT  
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No you know what they do to get it client compatable. They edit the preset using a DIFFERENT mod package. Use that mod package for the objects.ddb, then use ANOTHER mod package to make the maps inserting a normal preset onto the map, then the objects.ddb made with the other mod package will edit the normal preset added to the map.

---

Subject: Re: Obby Gun  
Posted by [Jerad2142](#) on Thu, 17 May 2007 17:53:11 GMT  
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psufan wrote on Thu, 17 May 2007 11:34No you know what they do to get it client compatable. They edit the preset using a DIFFERENT mod package. Use that mod package for the objects.ddb, then use ANOTHER mod package to make the maps inserting a normal preset onto the map, then the objects.ddb made with the other mod package will edit the normal preset added

to the map.

Oh just make a package already and throw the lsd and (what ever the other one is named) files into it.

---

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Subject: Re: Obby Gun

Posted by [PsuFan](#) on Thu, 17 May 2007 18:23:21 GMT

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---

That is how you do it, mod the preset in different package & use the objects.ddb from that on a map with unedited presets. Thanks for help guys, but I figured it out.

---

---

Subject: Re: Obby Gun

Posted by [Reaver11](#) on Thu, 17 May 2007 19:29:02 GMT

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---

Well it is a way to do it but yours isn't completely serverside so peeps will have to download a few things.

Besides why do all the chitchat stuff in another package? When you can use one?

But nice you found a way

---

---

Subject: Re: Obby Gun

Posted by [PsuFan](#) on Sat, 19 May 2007 01:09:08 GMT

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---

Reaver11 wrote on Thu, 17 May 2007 14:29Well it is a way to do it but yours isn't completely serverside so peeps will have to download a few things.

Besides why do all the chitchat stuff in another package? When you can use one?

But nice you found a way

Lmao you know nothing, I just told you, you cant do it with one package, THE PEOPLE CRASH. Mine is completely sever side... They dont have to download ANYTHING. Its been tested with 2 people, They downloaded nothing. Basically its a hack for the server giving you an obby gun, Yes it will give you the 0 bug if you put it in wrong.

---

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Subject: Re: Obby Gun

Posted by [Zion](#) on Sat, 19 May 2007 15:58:17 GMT

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PSU, Reaver probably knows more than you in doing serverside stuff, stop being so stuck up.

Personally i think it's something to do with SSCTF since Reaver does what he does and it works fine. No-on crashes on their servers. He even has loads of temp presets for them all (trust me, i've seen them) and they all work fine. You do need a <mapname>.ddb file for the temps though.

---

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Subject: Re: Obby Gun

Posted by [jnz](#) on Sat, 19 May 2007 17:47:06 GMT

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psufan wrote on Sat, 19 May 2007 02:09

Lmao you know nothing, I just told you, you cant do it with one package, THE PEOPLE CRASH. Mine is completly sever side... They dont have to download ANYTHING. Its been tested with 2 people, They downloaded nothing. Basically its a hack for the server giving you an obby gun, Yes it will give you the 0 bug if you put it in wrong.

If you knew something, you would know that Reaver11 does know more than you on the subject and you don't know anything.

You can change ammo, clip sizes, damage, spawners, PTs, sounds, radio commands and more, server side. Stop bitching to all the people just trying to help you.

---

---

Subject: Re: Obby Gun

Posted by [Jerad2142](#) on Wed, 23 May 2007 13:38:43 GMT

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---

gamemodding wrote on Sat, 19 May 2007 11:47psufan wrote on Sat, 19 May 2007 02:09

Lmao you know nothing, I just told you, you cant do it with one package, THE PEOPLE CRASH. Mine is completly sever side... They dont have to download ANYTHING. Its been tested with 2 people, They downloaded nothing. Basically its a hack for the server giving you an obby gun, Yes it will give you the 0 bug if you put it in wrong.

If you knew something, you would know that Reaver11 does know more than you on the subject and you don't know anything.

You can change ammo, clip sizes, damage, spawners, PTs, sounds, radio commands and more, server side. Stop bitching to all the people just trying to help you.

Do you mean client side, because server side you better be able to do these things, or else you are doing something seriously wrong.

---

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Subject: Re: Obby Gun

Posted by [jnz](#) on Wed, 23 May 2007 16:08:28 GMT

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---

No, i meant server side. IDK what i meant about PTs though :S

---

Subject: Re: Obby Gun

Posted by [Zion](#) on Thu, 24 May 2007 07:21:13 GMT

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---

Editing the radio commands to other preset sounds is clientside only. PT stuff is serverside, along with the rest.

---

Subject: Re: Obby Gun

Posted by [EvilWhiteDragon](#) on Thu, 24 May 2007 08:06:35 GMT

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gamemodding wrote on Sat, 19 May 2007 19:47psufan wrote on Sat, 19 May 2007 02:09  
Lmao you know nothing, I just told you, you cant do it with one package, THE PEOPLE CRASH.  
Mine is completly sever side... They dont have to download ANYTHING. Its been tested with 2  
people, They downloaded nothing. Basically its a hack for the server giving you an obby gun, Yes  
it will give you the 0 bug if you put it in wrong.

If you knew something, you would know that Reaver11 does know more than you on the subject  
and you don't know anything.

You can change ammo, clip sizes, damage, spawners, PTs, sounds, radio commands and more,  
server side. Stop bitching to all the people just trying to help you.

WRONG, you cannot (properly change damage server side. When will people learn

If you change the damage values serverside, you will:

A. Kill BIATCH damage hack detection.

B. It will only have effect when you're attacking a building, not when you're attacking a  
vehicle/player.

The thing you perhaps could change is the bone multiplier in armor.ini I think or change the splash  
damage, since that is entirely serverside. Alternatively, you could also change the damage with  
some script in scripts.dll

---

Subject: Re: Obby Gun

Posted by [EvilWhiteDragon](#) on Thu, 24 May 2007 08:07:48 GMT

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---

Merovingian wrote on Thu, 24 May 2007 09:21Editing the radio commands to other preset sounds  
is clientside only. PT stuff is serverside, along with the rest.

Depends, you can do it serverside, with scripts.dll and perhapssome ASM, but it is possible.

---

Subject: Re: Obby Gun  
Posted by [Hex](#) on Thu, 24 May 2007 08:32:25 GMT  
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---

Aye, you can do the radio server side, I have it

---

Subject: Re: Obby Gun  
Posted by [jnz](#) on Fri, 25 May 2007 15:03:53 GMT  
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EvilWhiteDragon wrote on Thu, 24 May 2007 09:06gamemodding wrote on Sat, 19 May 2007 19:47psufan wrote on Sat, 19 May 2007 02:09  
Lmao you know nothing, I just told you, you cant do it with one package, THE PEOPLE CRASH. Mine is completly sever side... They dont have to download ANYTHING. Its been tested with 2 people, They downloaded nothing. Basically its a hack for the server giving you an obby gun, Yes it will give you the 0 bug if you put it in wrong.

If you knew something, you would know that Reaver11 does know more than you on the subject and you don't know anything.

You can change ammo, clip sizes, damage, spawners, PTs, sounds, radio commands and more, server side. Stop bitching to all the people just trying to help you.

WRONG, you cannot (properly change damage server side. When will people learn

Hook cCsDamageEvent::Act() and write you're own function for that. Then, for BITACH, I'm sure it wouldn't be too hard to do some simple ASM to change the values it looks for and activate BIATCH's hook.

---

Subject: Re: Obby Gun  
Posted by [PsuFan](#) on Sun, 27 May 2007 02:33:09 GMT  
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---

Okay why are you still posting here? & I love the n00bs saying I know nothing, Because I figured out how to do it, by myself. So please, The issue was solved, Stop posting here, and stop saying I dont know what Im doing, I solved it first before any of you. Dont tell me Im wrong, It works fine. Its been tested, I was playing a guy with dial up & experencing no lag with 2 modified guns. [ All Server Side ]

---

Subject: Re: Obby Gun  
Posted by [Sn1per74\\*](#) on Sun, 27 May 2007 02:36:43 GMT

---



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---

You know sometimes its good to thank people who TRY to help you even if they didn't. Also, you shouldn't be telling these people they don't know what they are talking about because some of them have ALOT more knowledge than you do....

---

---

Subject: Re: Obby Gun  
Posted by [jamiejrg](#) on Sun, 27 May 2007 03:47:52 GMT  
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---

psufan wrote on Sat, 26 May 2007 21:33 Okay why are you still posting here? & I love the n00bs saying I know nothing, Because I figured out how to do it, by myself. So please, The issue was solved, Stop posting here, and stop saying I dont know what Im doing, I solved it first before any of you. Dont tell me Im wrong, It works fine. Its been tested, I was playing a guy with dial up & experencing no lag with 2 modified guns. [ All Server Side ]

Did you miss the part where you came into a public forum and asked our help?

Or, am I just too, 'n00b' to know what I'm talking about?

Jamie

---

---

Subject: Re: Obby Gun  
Posted by [PsuFan](#) on Sun, 27 May 2007 11:26:02 GMT  
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---

Sn1per74(2) wrote on Sat, 26 May 2007 21:36 You know sometimes its good to thank people who TRY to help you even if they didn't. Also, you shouldn't be telling these people they don't know what they are talking about because some of them have ALOT more knowledge than you do....

1. Maybe you should try & read the whole topic before you post here? [ Read Below ]

PsuFan

That is how you do it, mod the preset in different package & use the objects.ddb from that on a map with unedited presets. Thanks for help guys, but I figured it out.

2. Im sure they do, But they dont have to tell me that I dont know what Im doing, Since I solved the problem myself.

Jamie

Did you miss the part where you came into a public forum and asked our help?

Or, am I just too, 'n00b' to know what I'm talking about?

Jamie

---

As I said above, I was asking for help, But then figured out how to do it, from principles of other people. Now you guys just keep going on and on in this topic, & I already solved the issue & stated that I solved the issue & said thanks..

---

Subject: Re: Obby Gun  
Posted by [Zion](#) on Sun, 27 May 2007 12:20:15 GMT  
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Power Supply Unit fan 513 just shut the fuck up. You're the one who started with Reaver saying he knew nothing and he knows more than you so just please shut your mouth!

Don't forget, you came here, we didn't come to you and you should show more respect to those who are willing to help you. Even if you did find out the solution by yourself (congrats with that btw) you shouldn't say that others don't know jack about the subject in question when you don't even know who they are.

The reaction you got from the members of this forum was brought upon you by yourself, so you can't blame anyone but you.

---

Subject: Re: Obby Gun  
Posted by [jamiejrg](#) on Sun, 27 May 2007 14:47:32 GMT  
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Merovingian wrote on Sun, 27 May 2007 07:20Power Supply Unit fan 513 just shut the fuck up. You're the one who started with Reaver saying he knew nothing and he knows more than you so just please shut your mouth!

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The reaction you got from the members of this forum was brought upon you by yourself, so you can't blame anyone but you.

Dealt. This arguement is over as far as I can see. Let us move one now.

Jamie

Subject: Re: Obby Gun

Posted by [PsuFan](#) on Mon, 28 May 2007 00:01:41 GMT

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---

1. Your post has been reported for flaming.

2. Leave me alone.

3. I said thanks anyway, I figured it out, And you people are saying Im a n00b, Because I figured it out bymyself? Some of you people have some problems with your brains.

---

Subject: Re: Obby Gun

Posted by [jnz](#) on Mon, 28 May 2007 00:21:28 GMT

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---

Hypocrite, we told you how to do it. You probably didn't do it right.

---

Subject: Re: Obby Gun

Posted by [PsuFan](#) on Mon, 28 May 2007 11:32:54 GMT

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---

I figured out how to do it before any of you did, Everyone was telling me the wrong thing, I didnt even read your ways to do it. My way works find. It was not a problem for a dial up user (which I was shooting with my obby gun, and hitting him).

I dont know what it is with you people & your flame wars, Go start one with someone else. I guess you people really what to help, But I guess you just cant understant that I figured out the fking problem already. I said thx anyway. Now plz stfu, and grow up flammers.

---

Subject: Re: Obby Gun

Posted by [EvilWhiteDragon](#) on Mon, 28 May 2007 12:14:25 GMT

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gamemodding wrote on Fri, 25 May 2007 17:03EvilWhiteDragon wrote on Thu, 24 May 2007 09:06gamemodding wrote on Sat, 19 May 2007 19:47psufan wrote on Sat, 19 May 2007 02:09 Lmao you know nothing, I just told you, you cant do it with one package, THE PEOPLE CRASH. Mine is completly sever side... They dont have to download ANYTHING. Its been tested with 2 people, They downloaded nothing. Basically its a hack for the server giving you an obby gun, Yes it will give you the 0 bug if you put it in wrong.

If you knew something, you would know that Reaver11 does know more than you on the subject and you don't know anything.

You can change ammo, clip sizes, damage, spawners, PTs, sounds, radio commands and more, server side. Stop bitching to all the people just trying to help you.

---

WRONG, you cannot (properly change damage server side. When will people learn

Hook cCsDamageEvent::Act() and write you're own function for that. Then, for BITACH, I'm sure it wouldn't be too hard to do some simple ASM to change the values it looks for and activate BIATCH's hook.

Tru.dat, but I ment that you cannot change damage values in objects.dbb. Those won't have any effect.

---

Subject: Re: Obby Gun  
Posted by [jnz](#) on Mon, 28 May 2007 13:47:24 GMT  
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---

Reaver11 wrote on Thu, 17 May 2007 14:33Just do what slave said -->

Goto (in LE) --> Object - Powerup - Soldierpowerups.

Most servers use the POW\_Double\_Damage as the obgun but if you want another. Then that isnt a problem.

Select the POW you want and click mod

Goto the settingstab - Then goto GrantweaponID -> Select the Oblisk weapon (Either Oblisk weapon of MX0\_Oblisk)(Then difference is that one can kill buildings the other can't)

Then don't forget to tik the Grantweapon and Alwaysallowgrant.

There you have you're obgun.

Note -> You can do this with everyweapon in the game BUT some don't have gunmodels and it isn't server-side to change gunmodels. (So first check a weapon if it has a gunmodel)

If you want to use this weapon on the Server either make a dropscrip or make a map.

You can simply take C&C\_Field.mix form the Westwood multiplayermaps. Downloadeable on ftp.westwood.com

Then add the POW\_Double\_Damage on the map (Either as spawner or just for testing)

Then goto Levels in you're current 'account in LE'. Take the level.idd and level.ddb (In this situation prob Field.idd)

Then copy them and paste them in you're server data directory.

After that goto you're LE 'account' and take the objects.ddb and move it to you're server-data

directory. Make a backup of you're old objects. Then rename objects.ddb to objects.aow.

And run the map field and have fun ^^

That was the working answer, before you really said anything.

And you started the flaming

---

---

Subject: Re: Obby Gun

Posted by [Zion](#) on Mon, 28 May 2007 14:09:07 GMT

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psufan wrote on Sat, 19 May 2007 02:09Reaver11 wrote on Thu, 17 May 2007 14:29Well it is a way to do it but yours isn't completly serverside so peeps will have to download a few things.

Besides why do all the chitchat stuff in another package? When you can use one?

But nice you found a way

Lmao you know nothing, I just told you, you cant do it with one package, THE PEOPLE CRASH. Mine is completly sever side... They dont have to download ANYTHING. Its been tested with 2 people, They downloaded nothing. Basically its a hack for the server giving you an obby gun, Yes it will give you the 0 bug if you put it in wrong.

Your first sentence. Tell me that isn't flaming.

---

---

Subject: Re: Obby Gun

Posted by [PsuFan](#) on Mon, 28 May 2007 14:14:57 GMT

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---

1. Your blind I didnt start flaming

MeroPSU, Reaver probably knows more than you in doing serverside stuff, stop being so stuck up.

Quote:Power Supply Unit fan 513 just shut the fuck up.

2. It didnt seem his way would work (and I never tried, dont know if it does)

3. Reaver said my way was WRONG & wasnt server side

My way is right & works perfectly fine.

---

---

Subject: Re: Obby Gun  
Posted by [Zion](#) on Mon, 28 May 2007 14:19:18 GMT  
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---

Notice how i said that AFTER you flamed Reaver?

IMO you just carried your ignorance over from NR forums.

Reavers way does work, i tried it myself. And it's probably alot easier than your way

---

---

Subject: Re: Obby Gun  
Posted by [jnz](#) on Mon, 28 May 2007 14:26:17 GMT  
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---

psufan wrote on Thu, 17 May 2007 04:12bluethen wrote on Wed, 16 May 2007 21:46Turn the personal ion cannon's ammo into ob's, lower the ob's damage, and lala.

This is not client compatable, users crash when they join a server with this. I have tried this already. Any other sugestions.

This is the exact post where you started flaming.

---

---

Subject: Re: Obby Gun  
Posted by [PsuFan](#) on Mon, 28 May 2007 14:32:09 GMT  
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---

Imao how is that a flame, You people are sad.

---

---

Subject: Re: Obby Gun  
Posted by [Zion](#) on Mon, 28 May 2007 14:34:10 GMT  
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---

I'm with PSU here Dan, i don't see anywhere in that post where he was flaming anyone.

---

---

Subject: Re: Obby Gun  
Posted by [PsuFan](#) on Mon, 28 May 2007 14:39:09 GMT  
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---

Yes, can we just stop now? I guess i didnt read his whole solution & I still dont know if that works,

---

Because I did this w/o the object.ddb & it didnt work

Also reaver said object.aow, I dont use ssaow so it wouldnt really work.

---

---

Subject: Re: Obby Gun

Posted by [Zion](#) on Mon, 28 May 2007 14:45:17 GMT

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---

It's just a matter of renaming isn't it? bjects.ddb for SSCTF amirite?

---

---

Subject: Re: Obby Gun

Posted by [PsuFan](#) on Mon, 28 May 2007 15:33:40 GMT

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---

yes but my DM server isnt CTF lol.

The guns for DM, not CTF

edit: spelling

---

---

Subject: Re: Obby Gun

Posted by [jnz](#) on Mon, 28 May 2007 15:51:37 GMT

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---

because of the sarcasm.

---

---

Subject: Re: Obby Gun

Posted by [Zion](#) on Mon, 28 May 2007 19:36:06 GMT

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---

Sarcasm and flaming are two different things.

---

---

Subject: Re: Obby Gun

Posted by [PsuFan](#) on Tue, 29 May 2007 02:06:14 GMT

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---

Will he just give it up?

---