Subject: Re: Level Editor Help!!!
Posted by Sn1per74* on Sat, 12 Aug 2006 02:56:02 GMT

Tile > DSAPO > DSAPO_CNC > dsp_cnc_beacon_zone
After that you have to put the script zone on top of it, to make it so when you lay a beacon on it the game will end.
The script zone is under Objects > Script Zone > CnC > Beacon.