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Subject: Re: Fake Beacons And How They Are Annoying  
Posted by [Goztow](#) on Wed, 11 Oct 2006 07:47:16 GMT

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help-linux wrote on Wed, 11 October 2006 08:43iv seen it hundreds of times on field and it has never worked. but it depends on how many people are in a server, if there are more than 10 then it wont work. if not it mite.

That's because most public players don't care about their team and/or buildings, they just want to get as many points as possible. "someone else will solve the beacon problem"

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