Subject: Re: Ion/Nuke beacon purchase
Posted by Jerad2142 on Thu, 09 Nov 2006 04:01:44 GMT
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As far as I know no, but with some scripting you could make it so whenever you tried to pace the beacon it would be removed by a custom (which is sent every second [or so] after the building is destroyed). And when the beacon was removed it would refund you its cost.