
Subject: Re: Tunnel Beacons

Posted by [Gen_Blacky](#) on Tue, 18 Jan 2011 16:50:01 GMT

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Yes its easy to stop tunnel beacons I just know some servers allow it like jelly marathon. Most servers already block it.

I would like someone to actually check where the player is and determine if there is a collision object above them like a tunnel, ceiling progmatcally. I can do that simply with a leveledit and script + zone. Their should be a better way to check without using server side map edits. I don't want to stop a beacon if its only a few meters away from a building like I have seen in many servers. I want to confirm if their in a valid location and stop them for planting.

cAmpa wrote on Tue, 18 January 2011 09:54

And btw. Glacier Flying is the best map.

Why lie and you don't even play renegade anymore.
