

---

Subject: Re: Tunnel Beacons

Posted by [Spyder](#) on Wed, 19 Jan 2011 15:36:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Caveman wrote on Tue, 18 January 2011 13:09: Glacier Flying (which is the best rene map, period)

I don't think tunnel beacons would be too hard to block. Just define the tunnel areas, from which beacons can damage a building, with script zones. When a beacon is placed in that specific zone the game will ignore the damage done to the building, however it still does damage to the surrounding enemies.

---