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Subject: Re: [SSGM 4.0 Plugin] Disallow Elevator Beacons

Posted by [jonwil](#) on Wed, 16 May 2012 12:25:39 GMT

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Scripts 4.0 beta 5 will contain a fix to properly block beacons from being placed in elevators (it changes the beacon fire code to say "if player is in elevator, dont fire beacon")

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