Subject: Re: [SSGM 4.0 Plugin] Beacon Mute
Posted by Xpert on Fri, 13 Jul 2012 08:50:38 GMT

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iRANian wrote on Fri, 13 July 2012 04:05Nice release.

Why don't you just destroy the beacon in the object create hook when a guy who is bmuted plants it?

I had some crash issues so I just went with a different method.