
Subject: Re: Dragonade 1.9

Posted by [iRANian](#) on Tue, 18 Apr 2017 21:24:16 GMT

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oops forgot to post the fixed check:

```
// DA::Host_Message("Beacon placed, ped=%d, Block=%d, Distance=%f, FakeDistance=%f,
DamageRadius=%f", Ped, BlockFakeBeacons, Distance, FakeDistance,
Explosion->DamageRadius);
    if (BlockFakeBeacons && (!The_Cnc_Game()->BeaconPlacementEndsGame || !Ped) &&
Distance > Explosion->DamageRadius*Explosion->DamageRadius && (FakeDistance >
Explosion->DamageRadius || !FakeBuilding)) {
```
