

---

Subject: Re: cant be done

Posted by [laeubi](#) on Wed, 21 Jan 2004 10:50:14 GMT

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

---

Cwazyapejonwilthere is no way to stop beaconing

Ah well, was worth a shot, I'll just have to find another way around it...  
What about just deactivating the [ ]Projectile Collision on the ground, so a beacon will fall through

---