
Subject: Re: cant be done

Posted by [TheKGBspy](#) on Thu, 22 Jan 2004 21:28:16 GMT

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RenxLaeubiCwazyapejonwilthere 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

But wouldn't bullets/rockets/shells/mines fall through too?

yes there is a way. just create new armor that has no effect from beacon warheads. So only buildings with AntiBeacon armor won't be destroyable by the beacon!
