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Subject: Shield settings and buildings

Posted by [Sanada78](#) on Thu, 15 Apr 2004 00:38:53 GMT

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You could instead try and make the beacon weapon emit no damage for a certain period?

I have very little knowledge on how you do these things, but it might be a way to do it.

RenAlert managed to make the mechanic repair gun only repair vehicles didn't they? Surely it can be done for damaging something too?

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