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Subject: Changing time for beacons?

Posted by [Naamloos](#) on Thu, 17 Feb 2005 16:44:11 GMT

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How do i decrease(or increase) the time it takes for a beacon to destroy the target?

I can't seem to be able to do this, since there is no option that looks like it's being used as a timer.

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Subject: Changing time for beacons?

Posted by [laeubi](#) on Thu, 17 Feb 2005 16:50:14 GMT

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In leveledit you goto:

Objeect -> Beacon --> loancannon or nuke --> Settings

There are the settings for Arm.. disarm, pre and post timers

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Subject: Changing time for beacons?

Posted by [Naamloos](#) on Thu, 17 Feb 2005 17:33:25 GMT

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I was looking inside the munitions section, lol.

Ok, thanks.

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Subject: Seting up with linkedXform

Posted by [Spice](#) on Thu, 17 Feb 2005 18:06:44 GMT

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Didn't mean to post this..

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