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Subject: Deployable on Deployable

Posted by [Anonymous](#) on Sun, 01 Dec 2002 18:37:00 GMT

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I am starting to work on a mod that is based around deployables. However I have noticed a problem that would severely limit my capabilities. You are unable to deploy beacons on vehicles anymore. You used to be able to deploy a beacon on a vehicle and it would hover in the air. However in a recent patch they made it so that the beacon just falls through the vehicle. I know I don't have to use beacons but it seems the simplest to me. Does anyone know how they changed the beacons falling through vehicles or how I can change it?PS Hopefully I followed all the rules I was supposed to. I don't think anyone posted anything about this topic before.

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Subject: Deployable on Deployable

Posted by [Anonymous](#) on Sun, 01 Dec 2002 18:53:00 GMT

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it doesnt seem neccisary...

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Subject: Deployable on Deployable

Posted by [Anonymous](#) on Mon, 02 Dec 2002 16:58:00 GMT

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quote:Originally posted by DeafWasp:it doesnt seem neccisary...It is if you want to do the things we're planning. We're both doing deploying mods (well, more him then me I think). basicly: If you can figure it out, you can make things like platforms and ramps, that way you can build your own FORTRESS.Agh, i gotta stop thinking about it. Makes me drool too much.

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Subject: Deployable on Deployable

Posted by [Anonymous](#) on Mon, 02 Dec 2002 17:27:00 GMT

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lol, well it's not a necessity yet. I still am putting together cosmetic additions. I think I am going to work on deploy animations. I was thinking and I know I could use something like vehicles but some how beacons seem like the easiest to use in game. BTW Thanks namehunter for showing me the light

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