
Subject: Beacon Peds. not working
Posted by [Anonymous](#) on Mon, 02 Dec 2002 08:33:00 GMT
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I put a beacon pedistal on my map with the script zone on it. When I go into LAN, I plant the beacon, it detonates, then nothing happens. End Game beacon was on too. Any sugesstions?

Subject: Beacon Peds. not working
Posted by [Anonymous](#) on Mon, 02 Dec 2002 08:34:00 GMT
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did you have at least one building?that is a necessity

Subject: Beacon Peds. not working
Posted by [Anonymous](#) on Mon, 02 Dec 2002 08:44:00 GMT
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Do they have to be inside the buildings? (and yes, all the buildings are there)(I'm also tring to make a objective map, that's why I want it to be outside, kinda like C&C_Overlord. [December 02, 2002, 08:48: Message edited by: Tiberc]

Subject: Beacon Peds. not working
Posted by [Anonymous](#) on Mon, 02 Dec 2002 09:58:00 GMT
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ahh... hmm, is it height field and are the buildings tiles?

Subject: Beacon Peds. not working
Posted by [Anonymous](#) on Mon, 02 Dec 2002 17:27:00 GMT
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Hold down J,L, I forget, I think?It should tell you all the buildings that are in the game

Subject: Beacon Peds. not working
Posted by [Anonymous](#) on Mon, 02 Dec 2002 23:15:00 GMT
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Did You use the Beacon Pedistal Tile or the GDICapPed/NodCapPed tile, I made that mistake a couple of times. (sleepy).also I have put pedistals on maps that have no building meshes, only building controllers and It worked fine. (See C&C_Pillars_DM).(used HON/BRX and Refer

Controllers)and lastly, did U check Beacon win in Lan mode before You played a BETA round? that would be silly. LOLand oh yeah, K4N3 L1V3S!

Subject: Beacon Peds. not working
Posted by [Anonymous](#) on Tue, 03 Dec 2002 00:49:00 GMT
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is the right script zone in the right building? are they touching the ground?

Subject: Beacon Peds. not working
Posted by [Anonymous](#) on Tue, 03 Dec 2002 07:27:00 GMT
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I used a Beacon Pedestal Tile, is that the wrong one? And yes, End Beacon was on when I tested it.

Subject: Beacon Peds. not working
Posted by [Anonymous](#) on Tue, 03 Dec 2002 19:58:00 GMT
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Try enlarging the script zone.

Subject: Beacon Peds. not working
Posted by [Anonymous](#) on Wed, 04 Dec 2002 10:06:00 GMT
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also, I dont know if this makes a diff. human pathfind generator, and generate pathfinding. (just a guess)
