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Subject: Level Editor Help!!!  
Posted by [Brandon](#) on Sat, 12 Aug 2006 02:52:24 GMT  
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Where can I find the beacon pedestals in Level Editor?

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Subject: Re: Level Editor Help!!!  
Posted by [Sn1per74\\*](#) on Sat, 12 Aug 2006 02:56:02 GMT  
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Tile > DSAPO > DSAPO\_CNC > dsp\_cnc\_beacon\_zone  
After that you have to put the script zone on top of it, to make it so when you lay a beacon on it the game will end.  
The script zone is under Objects > Script Zone > CnC > Beacon.

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Subject: Re: Level Editor Help!!!  
Posted by [Brandon](#) on Sat, 12 Aug 2006 03:00:48 GMT  
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I know how the script stuff goes, I'm doing a teleport.

Also, I'm having some trouble with a stealth zone, I followed the Tutorial on Renegade Tutorials but most of the stealth zone doesn't work, it's messed up. If anyone knows what to do let me know.

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Subject: Re: Level Editor Help!!!  
Posted by [Oblivion165](#) on Sat, 12 Aug 2006 03:23:45 GMT  
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[http://www.oblivioninteractive.com/files/Teleport\\_Example.zip](http://www.oblivioninteractive.com/files/Teleport_Example.zip)

This will get you there. This is for if your using Jonwil's leveledit, otherwise you will need to copy the scripts over manually.

EDIT:

Opps, stealth zone. Ill leave the original message for the search function.

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Subject: Re: Level Editor Help!!!  
Posted by [Oblivion165](#) on Sat, 12 Aug 2006 03:44:05 GMT  
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[http://www.oblivioninteractive.com/files/Stealth%20Example.z ip](http://www.oblivioninteractive.com/files/Stealth%20Example.zip)

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Subject: Re: Level Editor Help!!!

Posted by [Brandon](#) on Sat, 12 Aug 2006 22:20:01 GMT

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Thanks for the help but I figured out what I did wrong with the stealth zone, I didn't make sure it was all touching the ground.

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