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Subject: Ion/Nuke beacon purchase  
Posted by [R315r4z0r](#) on Wed, 08 Nov 2006 22:58:21 GMT  
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Is it at all possible to attach a script to a structure, so that when destroyed, the Ion / Nuke is not purchasable anymore?

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Subject: Re: Ion/Nuke beacon purchase  
Posted by [Jerad2142](#) on Thu, 09 Nov 2006 04:01:44 GMT  
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As far as I know no, but with some scripting you could make it so whenever you tried to place the beacon it would be removed by a custom (which is sent every second [or so] after the building is destroyed). And when the beacon was removed it would refund you its cost.

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Subject: Re: Ion/Nuke beacon purchase  
Posted by [Whitedragon](#) on Thu, 09 Nov 2006 07:31:38 GMT  
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It is possible to remove beacons from the PT when a building dies. Though I don't remember offhand if any such script exists.

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Subject: Re: Ion/Nuke beacon purchase  
Posted by [bisen11](#) on Thu, 09 Nov 2006 14:02:38 GMT  
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Could probably make it not buyable at the normal pct. Then make a pct to just buy beacons. And when the building dies, have the pct die. Maybe that'd work.

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Subject: Re: Ion/Nuke beacon purchase  
Posted by [Jerad2142](#) on Thu, 09 Nov 2006 15:44:51 GMT  
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dude#1 wrote on Thu, 09 November 2006 07:02 Could probably make it not buyable at the normal pct. Then make a pct to just buy beacons. And when the building dies, have the pct die. Maybe that'd work.

Now thats an idea (I can't believe I didn't think of that I do it on one of my levels).

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Subject: Re: Ion/Nuke beacon purchase

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Posted by [R315r4z0r](#) on Thu, 09 Nov 2006 17:15:50 GMT

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yea, I was thinking that too.. It was actually my backup plan.

So, ok, I'll do that. Thanks.

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