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Subject: the beacon placement

Posted by [Anonymous](#) on Wed, 03 Apr 2002 16:01:00 GMT

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I think this should be fixed... plus, if u die, the beacon would stay active right? Take C & C Under, no d could finally destroy the power plant with a beacon, wait, thats not a problem, that kicks ass, just eait for it to beep real fast, then run into the power plant, wow. does the blue beam from the ion cannon move as the cahracter moves, cause i can see a massive lagg problem for us 56kers there

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