
Subject: beacon zone problem,...

Posted by [Anonymous](#) on Mon, 17 Feb 2003 16:08:00 GMT

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ive got 3 buildings on each team and now it's a neutral beacon ped??either team can nuke
itsomeone know of a way to get them to work for 1 team onlyi chose nodpedcap and gdipedcap
and then placed the beacon zone over bothdo i have to generate human pathfind again to
reconize them?
