
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 Pedestal Tile or the GDICapPed/NodCapPed tile, I made that mistake a couple of times. (sleepy).also I have put pedestals 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!
