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Subject: New structures and beacons

Posted by [Anonymous](#) on Tue, 15 Oct 2002 09:08:00 GMT

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Ah, I've solved my problem. Apparently, building aggregates aren't affected by beacon weapons. I had my entire building as an aggregate, so they didn't work. I guess I'll only have the animation as aggregates, and import the rest of the mesh directly into my map. Thanks for helping though.

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