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Subject: New structures and beacons

Posted by [Anonymous](#) on Mon, 14 Oct 2002 15:18:00 GMT

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I can't seem to figure out how to get Ion Cannons and Nuclear Strikes to affect my new structures. When I plant a beacon in them, the weapon attacks it but it is not damaged at all. Is there something I need to change in my W3D settings? Perhaps I need to check aggregate. Thanks.

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