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Subject: Arming a beacon with a Stealth Black Hand doesn't expose him  
Posted by [Naamloos](#) on Fri, 16 Jul 2004 23:59:58 GMT

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AircraftkillerNuclear Strike Beacon sounds are 2D, not 3D. That's what causes it. 2D allows everyone to hear it.

I am happy to know that... I was looking for a way so not everyone in a game heard "level <number> security key recured"(can't spell that word)

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