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Subject: Beacon models (yet again)...please don't delete  
Posted by [Anonymous](#) on Wed, 01 Mar 2006 19:25:38 GMT  
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Okay, i'll try to post my question again and hope this thread won't get deleted and that the first posts won't be posts accusing me of being a cheater / ....

I'm searching for beacon models which are easier to spot than the originals.

Why: Because when playing Renegade on a (private) lan-party i noticed that sometimes when there were not much players on the server (about 8 ) it was almost impossible to find a beacon after it was deployed.

Example:

-3 Players of the GDI team are attacking the enemy base, 1 Player is still at their base.

-"Nuclear Beacon deployed"

-Now 1 Player is trying to find the beacon which could be anywhere in the GDI base (all buildings still alive)

Of course it's impossible for one player to find a beacon in such a situation and defuse it (except by luck).

Thus i had the idea that by placing a small sphere above the beacons it would be easier to spot them and so increase the probability that a beacon is found. So i googled if such a model already exists, but couldn't find anything useful (i only found a beacon model which is way too big and ugly).

So i tried to edit the beacon model myself (never used renx before) but when importing the original w3d model to renx and exporting it back to w3d the box which normally appears around the beacon when it is targeted no longer appears.

...THIS BEACON MODELS WOULD BE USED BY ALL PLAYERS ON THE LAN...

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