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Subject: Re: Tunnel Beacons

Posted by [danpaul88](#) on Sun, 17 Sep 2006 17:01:17 GMT

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cmatt42 wrote on Sun, 17 September 2006 18:00Oh, and you should also force people to be touching the building when they plant a beacon; they can't be close to it, oh no! That would be hacking!

and placing a beacon in the space between two buildings so it kills one and seriously damages the other, or even kills both, is worthy of being banned from ever playing on renegade again! such evil hacking!

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