

---

Subject: Re: Beacon

Posted by [Jerad2142](#) on Tue, 10 Jul 2007 00:38:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What you could do is have the beacon send a custom to the player when its created, the player could reflect the custom to the beacon. The beacon could be told to get the rotation of the object that sent the custom, and then use it for its own. This would work with visual basic.

---