
Subject: Re: Beacon

Posted by [jnz](#) on Tue, 10 Jul 2007 03:08:45 GMT

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in Lua (only works in the next release, which isn't public yet)

```
function OnObjectCreate(Object)
  if Get_Preset_Name == "<beacon preset>" then
    Set_Facing(Object, Get_Facing(Get_Beacon_Planter))
  end
end
```