
Subject: Re: Beacon Pedestal

Posted by [Gen_Blacky](#) on Sun, 09 Sep 2007 05:01:21 GMT

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I still don't know why it wont work. I don't think I'm doing any thing wrong but maybe I am. All you need is the beacon script zone right ?

Object>script zone>cnc>Beacon right ?

I think it works because of the player that sets the beacon. If GDI then GDI Beacon so kills NOD and if NOD player NOD Beacon and kills GDI

The Player type of the beacon in the zone determines what teams buildings to kill but then i guess that wouldn't make sense. If u placed a beacon on the ped on gdi base and u where on gdi it would kill Nod from GDI base

Maybe it has to do with Building controllers who knows
