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Subject: Re: Beacon creates objects

Posted by [Veyrdite](#) on Fri, 14 Sep 2007 06:57:53 GMT

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I don't want to use Lua, c++ or anything as its only for a test map for my vehicles and new ideas so i can make terrain for them to go on.

I don't even have a dedicated server setup for those plug ins! Though can you use XCC to merge them into a pkg/mix? Mind you id have to learn an entirely new Language on top of Meteor 2's version of c++, Action script and html just for one test map

EDIT: Bluethen, i was going to ask you how you made multiple objects, but i worked out you just needed to add Duplicates of the replace on repair script.

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