
Subject: Re: Create New Beacon Preset Question...

Posted by [reborn](#) on Wed, 18 Feb 2009 22:25:17 GMT

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With a little code you could use the principle of what I did in that old tutorial (destroying the beacon and replacing it with a flare or an invisible object) but have it perform many different functions. By setting booleans on the player it could make the invisible object call different functions...

```
bool has_airstrikebeacon false;  
bool has_reinforcementbeacon false;  
etc  
etc
```

Then when the beacon is placed, get the player object of the placer, and if they pass the condition of if (has_airstrikebeacon), make it do the airstrike.

With a little bit of code you really are not limiting yourself, you could use the one beacon for many different uses.
