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Subject: Re: Tunnel Beacons

Posted by [Spyder](#) on Thu, 20 Jan 2011 12:24:58 GMT

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EvilWhiteDragon wrote on Thu, 20 January 2011 11:45: Technically the nuke/icn should just do damage where it first hits some mesh. So in tunnels it would be somewhere on the hill. In a building it will first hit the building, and thus damage the building most, and a lot less than the inf on the ground.

Some fan-made maps use sky domes, don't know if they're collision items, but if they are beacons will never work, they'd probably only try to damage the sky dome.

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