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Subject: Re: [CODE]Beaconing prevention script zone  
Posted by [Jerad2142](#) on Wed, 17 Aug 2011 06:44:55 GMT  
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Alternatively, you could have just moved the zones so the players could not plant in them, but clearly, it was easier to ignore my advice so, have fun with that.

Regardless if you were looking for a beacon prevent zone you should have done select weapon instead of adding and removing it, beings the server can still randomly crash if you are landed with empty hands when your beacon is removed.

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