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Subject: Re: Question...

Posted by [jlhill17](#) on Wed, 11 Apr 2012 20:40:44 GMT

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I've never done it myself, but I imagine you could do it by simply attaching a vehicle regen script to the beacon object as well as `replace_when_repaired`. Make sure the armor type of the beacon is a vehicle armor, and modify the health of the beacon so it doesn't start out at full health. Make the script replace the beacon with the custom script zone preset you made, then maybe use a `zone_resize` script to make it the size you want.

There may be an easier way to do this, but this is my best idea.

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