
Subject: Re: Question...

Posted by [Whitedragon](#) on Wed, 18 Apr 2012 19:56:30 GMT

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Look closely at that Attach_Script_Once. Also for what you're doing it seems like it would be easier to place the zone in leveledit and use the modified map file or record its dimensions and spawn it on level load. Don't see why you'd use the beacon thing for this.
