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Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon  
Posted by [iRANian](#) on Tue, 28 Aug 2012 06:35:16 GMT

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You should be fine with using the DamageRadius of the beacon explosions + 2.0f. 15+2 for the Ion Cannon's explosion, so a lot less than 30 (if you use the distance from mesh and not building controller)

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