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Subject: Re: Dragonade 1.1

Posted by [iRANian](#) on Tue, 12 Mar 2013 10:58:08 GMT

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How are you checking a beacon is fake or not? Are you checking building vertexes/meshes with the location a beacon is planted at? If you're checking the distance of the beacon location with the location of the building controller you'll get issues with people deploying beacons on the strip part of the Airstrip, they'll be regarded as fake beacons.

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