Subject: Re: Dragonade 1.9 Posted by iRANian on Mon, 17 Apr 2017 11:16:47 GMT View Forum Message <> Reply to Message

BlockFakeBeacons doesn't work when the enemy team has no "fake building" (minor base defence like Turret and Guard tower)..because the FakeDistance that is calculated is 0.0 so it passes the distance check.

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