
Subject: Re: cant be done

Posted by [Renx](#) on Wed, 21 Jan 2004 23:36:55 GMT

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LaeubiCwazyapejonwilthere is no way to stop beaconing

Ah well, was worth a shot, I'll just have to find another way around it...
What about just deactivating the []Projectile Collision on the ground, so a beacon will fall through

But wouldn't bullets/rockets/shells/mines fall through too?
