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Subject: New structures and beacons  
Posted by [Anonymous](#) on Mon, 14 Oct 2002 15:18:00 GMT  
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I can't seem to figure out how to get Ion Cannons and Nuclear Strikes to affect my new structures. When I plant a beacon in them, the weapon attacks it but it is not damaged at all. Is there something I need to change in my W3D settings? Perhaps I need to check aggregate. Thanks.

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Subject: New structures and beacons  
Posted by [Anonymous](#) on Mon, 14 Oct 2002 15:31:00 GMT  
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can you go to your buildings cause if you can then you havnt set the W3d option to physical. or maybe in leveledit you gave it too much health or shield like ... (-1)

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Subject: New structures and beacons  
Posted by [Anonymous](#) on Mon, 14 Oct 2002 17:21:00 GMT  
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My building works fine, but I'll be certain to check it's shield settings. Thanks.

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Subject: New structures and beacons  
Posted by [Anonymous](#) on Tue, 15 Oct 2002 02:01:00 GMT  
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Can normal weapons (eg. C4) effect your building???

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Subject: New structures and beacons  
Posted by [Anonymous](#) on Tue, 15 Oct 2002 06:47:00 GMT  
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Yeah, everything works except beacon weapons. It takes normal damage, and the controllers function properly.

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Subject: New structures and beacons  
Posted by [Anonymous](#) on Tue, 15 Oct 2002 08:01:00 GMT  
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hmm.... i dontk now... i made a sentry gun and it gets damaged with the beacons

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Subject: New structures and beacons

Posted by [Anonymous](#) on Tue, 15 Oct 2002 09:08:00 GMT

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Ah, I've solved my problem. Apparently, building aggregates aren't affected by beacon weapons. I had my entire building as an aggregate, so they didn't work. I guess I'll only have the animation as aggregates, and import the rest of the mesh directly into my map. Thanks for helping though.

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