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Subject: Beacons n buildings

Posted by [bisen11](#) on Thu, 20 Oct 2005 15:26:21 GMT

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Hey, I was just wondering what part of the beacon does the actual damage? Is it ammo explosion etc. I'm probably gonna try and make an a10 beacon.

Also I was wondering if its possible to make a building on the mutant team. I assume you would just change the building controller but i don't want to add the building to my terrain only to find out, it doesn't work.

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Subject: Re: Beacons n buildings

Posted by [bisen11](#) on Fri, 21 Oct 2005 04:05:54 GMT

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No one knows eh? What happened to the good modders. Seems like i asnwer 10x the amount of other people's questions that mine are . Well, i suppose i will just find out the long way.

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