
Subject: [SSGM 4.0 Plugin] Disallow Elevator Beacons
Posted by [iRANian](#) on Tue, 15 May 2012 11:21:52 GMT

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This plugin will disallow players from placing a beacon inside an elevator (which causes the elevator to get glitched).

To install place 'DisallowElevatorBeacons.dll' in your FDS' root folder and add an entry for 'DisallowElevatorBeacons.dll' under [Plugins] in ssgm.ini.

Thanks go to jonwil for helping me out and basically saving me a lot of time.

You can contact me under the nick 'iRANian' on renforums.com.

Subject: Re: [SSGM 4.0 Plugin] Disallow Elevator Beacons
Posted by [jonwil](#) on Wed, 16 May 2012 12:25:39 GMT

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Scripts 4.0 beta 5 will contain a fix to properly block beacons from being placed in elevators (it changes the beacon fire code to say "if player is in elevator, dont fire beacon")

Subject: Re: [SSGM 4.0 Plugin] Disallow Elevator Beacons
Posted by [iRANian](#) on Wed, 16 May 2012 12:33:15 GMT

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Will remove the download to this when it's out.
