

---

Subject: Re: Beacon creates objects

Posted by [Veyrdite](#) on Sun, 09 Sep 2007 04:50:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I know he does it by coords of player in C++ (i talked that out of him) but i want to know if its possible with no server-siding (or C+ as i know nothing about it except Meteor 2's version) to create an object when the player uses a nuke or something similar.

BlueThen, did you create Virtual Legos?

---