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Subject: Re: Tunnel Beacons

Posted by [StealthEye](#) on Tue, 18 Jan 2011 17:46:12 GMT

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That would, for example, mean that you can no longer place beacons in buildings. The problem is that the maps were made incorrectly making this possible, or that the beacons pass through walls (but this would be tricky to change because you do want them to pass through, for example, the ramps next to some buildings. I don't think we can fix this any better than how it is currently done.

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