
Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!

Posted by [Ethenal](#) on Tue, 12 Jun 2012 00:07:45 GMT

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Toggle Spoiler[CODE]001[19:06:19]

DESTROYED;OBJECT;1500000354;CnC_Beacon_NukeStrike;52;-89;0001[19:06:19]

CREATED;OBJECT;1500000354;CnC_Beacon_NukeStrike;52;-89;0;0;300;0;0;1500000331000

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I apologize for the lack of newlines, but I seem to have just discovered a bug - shooting my own nuke beacon causes that message to get sent seemingly every time I hit it.

EDIT: Repairing it does the same thing. I am not sure if it does this on enemy beacons.
