Subject: Re: !DisableBeacon <playername> Posted by mrãçÄ·z on Fri, 13 Jun 2008 14:10:52 GMT View Forum Message <> Reply to Message

Thanks very much Reborn, now i know how Tokens work in C++

!Rec Reborn another nice Job

\*EDIT\* about these Bad Places why not creating a ANTI beacon zone?

