
Subject: Re: !DisableBeacon <playername>
Posted by [reborn](#) on Fri, 13 Jun 2008 15:24:23 GMT
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work in C++

!Rec Reborn another nice Job

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

I can write the function for the zone pretty easily (when someone enters it I mean), but creating the zones for each map on load is a bit of a nuisance problem. I heard using the API to makes zones is bugged anyway. Not that I've tried. I might give it a go at some point.
