Subject: Re: !DisableBeacon <playername>
Posted by reborn on Sun, 15 Jun 2008 09:51:51 GMT
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Yes, that it possible, you can create zones on map load using the API, but I've never done it.
Someone told me that is possibly bugged though, I heard that the zone works once then not again
:-/
That might just be crap though. I've never tried.