
Subject: Re: [CODE]Beaconing prevention script zone
Posted by [iRANian](#) on Sun, 12 Jun 2011 10:58:53 GMT
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Here's a video:

<http://www.youtube.com/watch?v=NMmyAhLyYM0>

The BHS.DLL documentation states that `Remove_Weapon()` only works when the client has `bhs.dll`, but from my testing with the WW scripts that's not the case.
