Subject: Some ideas for future versions...
Posted by snipesimo on Tue, 20 Jan 2004 20:00:27 GMT
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It DOES work, its not my fault you aren't doing it right. If you follow the instructions, and set it to be killed at say 1:00 and then have it restart at 1:01 then theres no reason it shouldn't work. Also, its best to change the clock incase it does fail it ends up being 1 AM so no one is playing anyway.