

---

Subject: Re: brenbot / ssgm plugin

Posted by [Caveman](#) on Sun, 21 Oct 2007 23:01:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

No because the code to change players via crates is already coded into scripts.dll. It doesn't use the console command. For a bot to change a player Renegade itself would need a command to do so.

---