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Subject: Re: BRenBot 1.53.11

Posted by [iRANian](#) on Mon, 05 Mar 2012 21:19:48 GMT

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We have the bansystem.dll SSGM plugin enabled to get !qkick and !ban working, but if a person gets banned and we use !delban to delete the ban, the player is still banned, apparently because the info is still logged in banList.tsv (the file that bansystem.dll uses to log bans).

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