
Subject: Re: BRenBot 1.53.11

Posted by [iRANian](#) on Thu, 08 Mar 2012 13:09:38 GMT

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How does BRenBot process the player kill logs? Does it just parse the '_PLAYERKILL' header and display the rest of the log line? I'd like to have BRenBot display custom kill messages, is this possible in any way?
