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Subject: Re: brenbot issues

Posted by [danpaul88](#) on Thu, 13 Dec 2012 13:47:35 GMT

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The !kill command requires brenbot.dll (pre SSGM 4.0) or an appropriate console command in SSGM 4.0 (I don't recall which)

As for the warnings plugin, in what way does it not work?

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