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Subject: Scripts.dll help

Posted by [gibberish](#) on Wed, 23 Jun 2004 19:38:05 GMT

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xptekSo, using this code you can simply type !kill and it kills them?

No he still needs to put all the pieces together.

But all the pieces are there.

With a bit of work he should be able to:

- Read the log file
- Parse the command
- Locate the player
- Apply the damage.
- Print out a message about what happened

Its a good programming exercise

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