Subject: brenbot issues
Posted by himselfd on Thu, 13 Dec 2012 08:04:02 GMT
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!kill command says the player got killed but doesn't kill them and is there any way of getting warning plugin to work or is it not possible with the newest version of brenbot?

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?

Subject: Re: brenbot issues
Posted by himselfd on Thu, 13 Dec 2012 18:49:10 GMT
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this should probably explain the issue well ask if you need more information about the issue

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Subject: Re: brenbot issues
Posted by Gen_Blacky on Fri, 14 Dec 2012 01:04:17 GMT
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That should work.

```
File Attachments
```
1) warn.zip, downloaded 463 times

Subject: Re: brenbot issues
Posted by himselfd on Fri, 14 Dec 2012 02:32:12 GMT
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It works!
Thank you very much!