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Subject: Re: BrenBot Script

Posted by [Creed3020](#) on Thu, 17 Jan 2008 22:30:36 GMT

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The existing levels allow for quite a bit of customization. That is one feature that I loved from BR.Net that BRenBot hasn't had until recently. Now that I have the ability to edit commands individually it really opened up what mod levels I could create.

Maybe in future versions we could be allowed to set more levels up to a maximum number?

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