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Subject: Creating BRenBot plugins

Posted by [Omar007](#) on Mon, 25 Feb 2008 14:33:03 GMT

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I was trying to make a Plugin for BRenBot to give with ONE single command all the weapons (!allguns)

Now i got already a AllGuns.pm and a AllGuns.xml file and i know a bit of programming, but i get stuck.

How do i give the Plugin access to these guns and the player character to add the guns to him?

I hope someone can help me out

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