Subject: Re: !spectate <player> and BRenBot.
Posted by raven on Thu, 14 May 2009 16:43:35 GMT

danpaul88 wrote on Thu, 14 May 2009 10:19Looks like the spectate command in the BRenBot plugin is using the wrong console syntax...

The one I gave you uses r_spec, which I assume is the one from BRenBot.dll

erm, danpaul, do you mind if I ask who asked you for this plugin to be written? Any console command prefixed by r_ are the ones I wrote for my private .dll for Jelly.. it concerns me that someone else has them :\

BR.dll uses the command 'spectate'