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Subject: Re: !spectate <player> and BRenBot.  
Posted by [raven](#) on Thu, 14 May 2009 18:37:46 GMT  
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Hangul, type help in the FDS and take a screenshot and upload it here.

Edit: danpaul I just remembered, I did create a spectate.dll SSGM plugin for someone which used the syntax r\_spec as well, which is where this probably came from. No worries now. Also afaik, RR uses 'spectate' as well.

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