Subject: Re: BRenBot 1.53.11
Posted by T0RN on Mon, 05 Mar 2012 23:22:19 GMT

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iRANian wrote on Mon, 05 March 2012 16:19We have the bansystem.dll SSGM plugin enabled to get !qkick and !ban working, but if a person gets banned and we use !delban to delete the ban, the player is still banned, apparently because the info is still logged in banList.tsv (the file that bansystem.dll uses to log bans).
Yeah, I have the same problem, I have to manually delete them from the tsv file