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Subject: Re: Brenbot killme plugin?

Posted by [danpaul88](#) on Tue, 22 Jul 2014 14:59:32 GMT

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```
"commands.xml" <command name="killme">
  <permission level="1"/>
  <syntax value="!killme"/>
  <help value="Allows a player to kill themselves"/>
  <enabled value="1"/>
  <group>ingame</group>
  <hideInHelp value="0"/>
</command>
```

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