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Subject: Re: Brenbot killme plugin?

Posted by [Gen\\_Blacky](#) on Thu, 24 Jul 2014 17:07:10 GMT

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kill command is not stock in sggm 4.x. I thought br still made use of teams2 unless brenbot.dll was detected. That's what I remember when looking at br 1.53.

Edit

Guess not

```
# Use kill console command if SSGM 4 is installed, otherwise use team2 twice
if ( $brconfig::ssgm_version >= 4 )
{
  RenRem::RenRemCMD ( "kill $player{id}" );
}
else
{
  my $team = ( $player{side} eq "GDI" || $player{side} eq "All" ) ? 0 : 1;
  RenRem::RenRemCMD( "team2 $player{id} $team" );

  $team = ( $team == 0 ) ? 1 : 0;
  RenRem::RenRemCMD( "team2 $player{id} $team" );
}
```

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