
Subject: BRenbot

Posted by [BlueThen](#) on Sat, 12 Jul 2008 21:13:34 GMT

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Ok, what the hell is areas? There's !addarea, !openarea, and various other commands like that, and none of us have a clue on what they're supposed to do. The readme doesn't even mention areas, and !help barely explains areas.

Subject: Re: BRenbot

Posted by [danpaul88](#) on Sun, 13 Jul 2008 13:05:17 GMT

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They don't do anything. It's a set of commands that was never finished, and was removed from the final release version of 1.52, so I don't know why you even have them.

Subject: Re: BRenbot

Posted by [Ethenal](#) on Tue, 05 Aug 2008 07:08:05 GMT

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danpaul88 wrote on Sun, 13 July 2008 08:05They don't do anything. It's a set of commands that was never finished, and was removed from the final release version of 1.52, so I don't know why you even have them.

They weren't removed from 1.52, check again. !getlocation still works.

EDIT: As do the others it seems.

Subject: Re: BRenbot

Posted by [Gen_Blacky](#) on Fri, 05 Dec 2008 08:18:44 GMT

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danpaul88 wrote on Sun, 13 July 2008 08:05They don't do anything. It's a set of commands that was never finished, and was removed from the final release version of 1.52, so I don't know why you even have them.

I thought they were to edit extra base defenses locations and i thought it was working don't know never tried that's just what someone told me.
