
Subject: brenbot issues

Posted by [himselfd](#) on Thu, 13 Dec 2012 08:04:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

!kill command says the player got killed but doesn't kill them and is there any way of getting warning plugin to work or is it not possible with the newest version of brenbot?

Subject: Re: brenbot issues

Posted by [danpaul88](#) on Thu, 13 Dec 2012 13:47:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

The !kill command requires brenbot.dll (pre SSGM 4.0) or an appropriate console command in SSGM 4.0 (I don't recall which)

As for the warnings plugin, in what way does it not work?

Subject: Re: brenbot issues

Posted by [himselfd](#) on Thu, 13 Dec 2012 18:49:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

this should probably explain the issue well ask if you need more information about the issue

Subject: Re: brenbot issues

Posted by [Gen_Blacky](#) on Fri, 14 Dec 2012 01:04:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

That should work.

File Attachments

1) [warn.zip](#), downloaded 409 times

Subject: Re: brenbot issues

Posted by [himselfd](#) on Fri, 14 Dec 2012 02:32:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

It works!

Thank you very much!
