
Subject: Re: Mod Brenbot for !Killme commands
Posted by [PackHunter](#) on Wed, 03 May 2006 09:23:47 GMT
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Whitedragon is right. Only way to kill someone by a command is code it in the scripts.dll (apply_damage is the scripts routine you need to call from the top of my head). With the newest scripts.dll you can handle text said in game too which is basically everything you need to build this.

And although the new BrenBot has a plugin system I am supporting only the standard SSAOW and Scripts versions through BrenBot. If I would want to support this !kill command I would need to have a brenbot specific scripts.dll which I am not going to make.
