Subject: Re: scripts.dll 3.0 WIP update
Posted by danpaul88 on Fri, 15 Sep 2006 17:37:50 GMT
View Forum Message <> Reply to Message

Nightma12 wrote on Fri, 15 September 2006 18:34Quote:kill (id)
Kills the specified player

that is possible without the command...

be creative

!kill was added to brenbot several versions ago using team2 twice to swap from gdi->nod->gdi,
but it would be more efficient to simply have a kill command