Neh my problem is that i don't know what i must add into the AllGuns.pm file.

I don't know the signatures of all weapons in BRenBot.
I studied the one of !destroyveh and it comes out with yhis code:

```
--------------------------------------------------------------
sub destroyveh
{
 my ( $kernel, $session, $heap, $args ) = @_[ KERNEL, SESSION, HEAP, ARG0 ];
 my %args = %{$args};

 if ( $args{arg} =~ m/^\!\S+\s(.+)$/i )
 {
 my ( $result, %player ) = plugin::getPlayerData ( $1 );
 if ( $result == 1 )
 {
  plugin::RenRemCMD ( "destroy_vehicle $player{id}" );
  plugin::RenRemCMD("ppage $player{id} Your vehicle was destroyed by request.");
 }
 else { doMsg("Error: $args{arg1} was not found ingame, or is not unique",$args{nicktype}, "A"); }
 }
 else
 {
          doMsg("Syntax: !destroyveh <player>",$args{nicktype}, "A");
 }
}

----------------------------------------------------
```

I don't know what i have to fill in by the --> if ( $args{arg} =~ m/^\!\S+\s(.+)$/i ) <-- for all weapons.
This should be a check for the vehicle but now i want the code for the weapons.

So my problem really lies in the 'programming' part.


PS. That's not a miracle i'm just 15