Subject: Re: Creating BRenBot plugins
Posted by danpaul88 on Mon, 25 Feb 2008 15:54:11 GMT

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Omar007 wrote on Mon, 25 February 2008 15:22I 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.

Actually all that does is extract the playername from the command line ('!destroyveh danpaul88' for example). BRenBot itself cannot give players weapons, unless you add a console command to the FDS that allows it.