Subject: Re: Brenbot Plugin Error
Posted by danpaul88 on Tue, 26 Jan 2010 01:09:03 GMT
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Well for a start under additional events you point both mapload and gameresult to a subroutiune called 'reset' which does not exist... either create a 'reset' subroutine or point them to the mapload and gameresult subroutines you have defined.