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Subject: Re: BRenBot 1.53.10

Posted by [iRANian](#) on Wed, 11 Jan 2012 01:32:44 GMT

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Using !KB crashes BRenBot for Jelly, !kick allows players to immediately rejoin and the PAMSG you get when kicked doesn't tell you who kicked you. Also sending out multiple PASMGS prevents players from accidentally clicking one of them off would be nice.

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