
Subject: Brenbot killme plugin?

Posted by [Jerad2142](#) on Tue, 22 Jul 2014 12:48:17 GMT

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Does Brenbot have a plugin for kill me, I checked its page but I didn't see anything, only ask because looking through my server chat logs reveals a lot of this:

```
[05:45:59] reetkever: oh
[05:50:55] reetkever: ?
[05:50:57] reetkever: lol
[05:52:33] reetkever: aah goddamit
[05:57:52] [Team] reetkever: !killme
[05:57:53] [Team] reetkever: !km
[05:57:56] reetkever: !killme
[05:57:57] reetkever: !km
[05:57:59] reetkever: !kill
[05:58:02] reetkever: ..
```

Thanks

Subject: Re: Brenbot killme plugin?

Posted by [Ethenal](#) on Tue, 22 Jul 2014 14:46:02 GMT

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!killme is a built-in command in BRenBot, I just checked the source to verify that. Check your commands.xml, CTRL+F "killme" and make sure the value of enabled is 1 (<enabled value="1">).

Subject: Re: Brenbot killme plugin?

Posted by [danpaul88](#) on Tue, 22 Jul 2014 14:59:32 GMT

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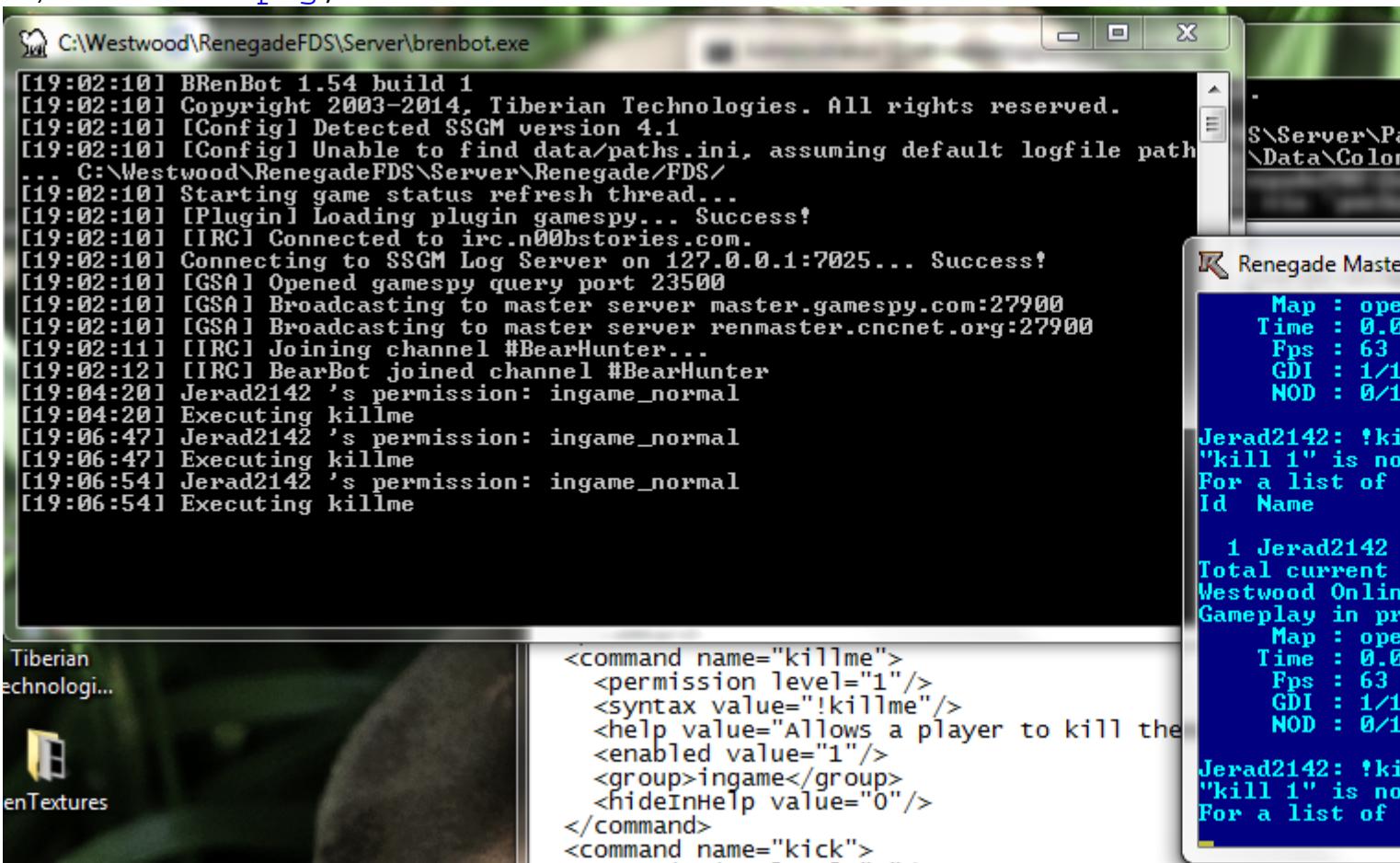
```
"commands.xml" <command name="killme">
  <permission level="1"/>
  <syntax value="!killme"/>
  <help value="Allows a player to kill themselves"/>
  <enabled value="1"/>
  <group>ingame</group>
  <hideInHelp value="0"/>
</command>
```

Subject: Re: Brenbot killme plugin?

Posted by [Jerad2142](#) on Thu, 24 Jul 2014 00:07:56 GMT

File Attachments

1) [Untitled.png](#), downloaded 963 times



Subject: Re: Brenbot killme plugin?

Posted by [danpaul88](#) on Thu, 24 Jul 2014 13:25:41 GMT

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What version of SSGM are you running? I can't remember if kill is stock SSGM or part of ExtraConsoleCommands, I'm pretty sure it's stock though...

Subject: Re: Brenbot killme plugin?

Posted by [Gen_Blacky](#) on Thu, 24 Jul 2014 17:07:10 GMT

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kill command is not stock in sggm 4.x. I thought br still made use of teams2 unless brenbot.dll was detected. That's what I remember when looking at br 1.53.

Edit

Guess not

```
# Use kill console command if SSGM 4 is installed, otherwise use team2 twice
if ( $brconfig::ssgm_version >= 4 )
{
    RenRem::RenRemCMD ( "kill $player{id}" );
}
else
{
    my $team = ( $player{side} eq "GDI" || $player{side} eq "All" ) ? 0 : 1;
    RenRem::RenRemCMD( "team2 $player{id} $team" );

    $team = ( $team == 0 ) ? 1 : 0;
    RenRem::RenRemCMD( "team2 $player{id} $team" );
}
```

Subject: Re: Brenbot killme plugin?

Posted by [danpaul88](#) on Thu, 24 Jul 2014 18:07:05 GMT

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Brenbot.DLL doesn't support ssgm 4 and newer. I was under the impression that kill was built into ssgm 4 but apparently it's part of the extracommands plugins. If you install that on your server then killme will work
