
Subject: Re: !spectate <player> and BRenBot.
Posted by [danpaul88](#) on Wed, 13 May 2009 16:35:52 GMT
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Funnily enough someone asked me the same thing a few days ago. I wasn't aware there WAS a spectate command, but based on the console command info he gave me I made this for him;

<EDIT: Attachment removed, !spectate command should be in brenbot.dll and it's associated plugin>
