Subject: Re: !spectate <player> and BRenBot.
Posted by Genesis2001 on Thu, 14 May 2009 03:02:27 GMT

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danpaul88 wrote on Wed, 13 May 2009 15:26Perhaps it did, I didn't write BRenBot.dll, I just requested a lot of the stuff that went into it. Anyway, if it's in BRenBot.dll then I would assume the plugin that comes with the dll would have support for that command?

Aye it does.