Subject: !nt !gt commands?
Posted by unreal_cory on Mon, 09 Feb 2009 14:29:12 GMT

Hi all, just have a quick question about servers, how do I get !nt !gt !flak commands to work, do I require a plugin or is it already in BrenBot(1.52) and just need configuring? If I do need a plugin can someone please tell me what it is called and where I can find it?

Sorry to have to ask, I've spent all day at work searching and googling but can't find any help... I'm totally stuck and behind on my work now too!

Thanks for reading

Subject: Re: !nt !gt commands?
Posted by Lone0001 on Mon, 09 Feb 2009 19:59:11 GMT

I don't know and I quite think anyone else knows what you mean please clarify this some and explain exactly what they are, if you mean you want a command that say drops a guard tower that you would have to do it with Scripts.dll which requires some knowledge of C++, or you can try using the Lua plugin for SSGM found here: http://dcomproductions.com/downloads/luaplugin/ Support: http://dcomproductions.com/forums/viewforum.php?f=14