
Subject: !rginfo and !rglocate scripts updated
Posted by [snipesimo](#) on Wed, 07 Jul 2004 04:02:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I updated the !rglocate and !rg scripts to correct a short-coming in the RenGuard system.

Instead of:

```
[00:09] +[EoE]snipesimo: !rglocate b
[00:09] [@n00bsvr01]: FireB14de is connected to RenGuard and idle.
[00:09] [@n00bsvr01]: BLAZS2 is connected to RenGuard and idle.
[00:09] [@n00bsvr01]: destrbd is connected to RenGuard and idle.
[00:09] [@n00bsvr01]: bigd442 is connected to RenGuard and idle.
[00:09] [@n00bsvr01]: bigdog46 is connected to RenGuard and idle.
```

I changed it to:

```
[00:10] @[EoE]snipesimo: !rglocate b
[00:10] [@snipesimo]away: [RGLocate]: b was not found on the RenGuard Network.
```
