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Subject: Re: Brenbot script's

Posted by [seraphim](#) on Mon, 01 May 2006 09:40:05 GMT

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Well, I wrote a script and it was a bit dodgy and wasnt working that well, so NEZ took a look and Then wrote this new one for me. Anyway After Testing it works.

Ok how to install.

In your BRENBOT annouce file add the line !harvy

Now. In your Irc server, add the script, ill post it below.

But change the channel name from adaRenServer to your channel name, And also where it says ServerBot, change that to your server bots name.

anyway Heres the script.

```
-----  
  
; Havester Kill Counter v1.0.2  
;  
; Written By NoEvidenZ  
  
;Increment totals  
on *:TEXT:*was ran over by the Nod Harvester.:#adaRenServer: {  
    if ($nick == ServerBot) {  
        /inc %nodHarvy 1  
    }  
}  
on *:TEXT:*was ran over by the GDI Harvester.:#adaRenServer: {  
    if ($nick == ServerBot) {  
        /inc %gdiHarvy 1  
    }  
}  
  
;Output totals  
on *:TEXT:*!harvy:#adaRenServer: {  
    if (%gdiHarvy > 0) {  
        /msg $chan 4GDI Harvester has killed %gdiHarvy people.  
        /msg $chan !msg GDI Harvester has killed %gdiHarvy people.  
    }  
    else {  
        /msg $chan 4GDI Harvester has not killed anyone yet.  
        /msg $chan !msg GDI Harvester has not killed anyone yet.  
    }  
    if (%nodHarvy > 0) {  
        /msg $chan 4Nod Harvester has killed %nodHarvy people.  
        /msg $chan !msg Nod Harvester has killed %nodHarvy people.  
    }  
}
```

```
}
else {
  /msg $chan 4Nod Harvester has not killed anyone yet.
  /msg $chan !msg Nod Harvester has not killed anyone yet.
}
}
```

```
;Reset totals for new round
on *:TEXT:Loading level*:#adaRenServer: {
  if ($nick == ServerBot) {
    /set %nodHarvy 0
    /set %gdiHarvy 0
  }
}
```

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\*updated removed the addind when said bug.  
\*updated Fixed the only displaying GDI bug

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