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Subject: Re: MM Help

Posted by [sycar](#) on Mon, 04 Dec 2006 12:39:15 GMT

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I believe what you're asking to do needs to be done in the Chathook within scripts.dll. Therefore you need:

- 1) Scripts.dll
- 2) A C++ Compiler
- 3) A competent level of c++ knowledge

If you have this then create a chathook within scripts.dll and place an entry for whatever you wish to happen.

The following is an example for a !killme command from the SilverBullet bot KC.

```
if (strcmp(Msg2,"!killme") == 0)
{
    Commands->Apply_Damage((Get_GameObj(PlayerID)),99999,"Shrapnel",false);
    char message[1000];
    sprintf(message,"msg KC: %s %s",Get_Player_Name_By_ID(PlayerID),"decided life wasn't
worth living anymore and pulled the trigger!");
    Console_Input(message);
    KC_Retrieve_Player_Information(Get_GameObj(PlayerID));
    KC_Update_Player_Info(Get_Player_Name(Get_GameObj(PlayerID)),RetrievedIP,(RetrievedR
ecs - 1),RetrievedJoin,RetrievedServer);
    Display_Float_Player(Get_GameObj(PlayerID),3," -1 Promotion Points - Suicide");
}
```