
Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 15 Mar 2007 03:14:20 GMT
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Update:

ok first of all. i added:

!playerlist - only works in IRC not checked by Access levels
!playerinfo - only works in IRC not checked by Access levels
!gameinfo - only works in IRC not checked by Access levels
!kill <playername>
!fds <command>

ofc, aliases work for all these commands. so:

!pl
!pi
!gi

when a building is killed it will say along with the last damage caused.
when a player is killed it will say along with what by and what gun / charater.
when a vehicle is bought it will say. although atm, it is duplicating the message. this is scripts.dll
and nothing can be done about it atm.
when the host says something, it will say in IRC.

i forgot to change the darkblue to light blue in the last one.

File Attachments

1) [buildingkill.png](#), downloaded 1775 times
roshambo destroyed the Nod Obelisk. Last damage was: 200

2) [GameOver.png](#), downloaded 1776 times

```
Game Over. Nod won by
Map: C&C_Walls_Flying.mix
Time Left: 1325.94
GDI: Players:0 Score:0
GDI: Vehicles:0 C4(Proxy):0 C4(Remote):0
Nod: Players:1 Score:326
Nod: Vehicles:1 C4(Proxy):0 C4(Remote):0
Next map will be: C&C_Mesa.mix
```

3) [PL.png](#), downloaded 1772 times

<roshambo> !pl

<Sbot> Nod: None

<Sbot> GDI: roshambo

4) [vehbuy.png](#), downloaded 1775 times

roshambo just bought a GDI APC

5) [pkill.png](#), downloaded 1777 times

roshambo(Nod Minigunner/Auto Rifle) was killed by GDI Advanced Guard Tower. Last damage was: 1

6) [GI.png](#), downloaded 1758 times

<roshambo> !gi

<Sbot> Gameinfo

<Sbot> Map: C&C_Volcano.mix

<Sbot> Time Left: 1370.47

<Sbot> GDI: Players:1 Score:0

<Sbot> GDI: Vehicles:0 C4(Proxy):0 C4(Remote):0

<Sbot> Nod: Players:0 Score:0

<Sbot> Nod: Vehicles:0 C4(Proxy):0 C4(Remote):0