
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 2097 times
roshambo destroyed the Nod Obelisk. Last damage was: 200
- 2) [GameOver.png](#), downloaded 2091 times

```
Game Over. Mod 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 2096 times

```
<roshambo> !pl  
<Sbot> Mod: None  
<Sbot> GDI: roshambo
```

4) [vehbuy.png](#), downloaded 2093 times
roshambo just bought a GDI APC

5) [pkill.png](#), downloaded 2093 times
roshambo(Nod Minigunner/Auto Rifle) was killed by GDI Advanced Guard Tower. Last damage was: 1

6) [GI.png](#), downloaded 2081 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
```
