

---

Subject: Re: renegade connection tool for irc  
Posted by [dr3w2](#) on Fri, 07 Mar 2008 04:52:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Heres a couple mlrc snippets i have:

put these into remotes:

To connect to renegade server:  
Toggle Spoiler

```
alias ren {  
  /run C:\Westwood\Renegade\game2.exe +connect IPHERE +NetPlayerName  
YOURNAMEHERE  
}
```

^ the above works as sending an irc command  
/ren

-OR-

```
alias ren {  
  /run C:\Westwood\Renegade\game2.exe +connect $1 +multi +NetPlayerName " $+ $2- $+ "  
}
```

^^ the above would work as sending an irc command  
/ren IPHERE NAMEHERE

To conenct on teamspeak:  
Toggle Spoiler

```
alias teamspeak {  
  /run  
teamspeak://ADDRESSHERE:8767/?nickname=NAMEHERE?loginname=LOGINNAMEHERE?pa  
ssword=PASSWORDHERE  
}
```

^ make the proper changes.

For RenLadder:

I realize this script is quite inefficient, and uses a textfile but i wrote it along time ago but it works extremely fast and echo's you all the info you want to know  
Info is retrieved from renladder.blackhand-studios.net  
Toggle Spoiler

```

alias renlad {
  set %renLadNick $1-
  set %renLadCount 0
  set %renLadFile c:\renlad.txt
  write -c %renladFile
  sockopen renlad renladder.blackhand-studios.net 80
}
on *:sockopen:renlad:{
  sockwrite -n $sockname GET /player.php?name= $+ %renLadNick HTTP/1.1
  sockwrite -n $sockname Host: renladder.blackhand-studios.net $+ $CrLf $+ $CrLf
}
on *:sockread:renlad:{
  if ($sockerr) {
    echo -a Error with socket.
    halt
  }
  else {
    var %rITemp
    sockread %rgTemp
    write %renLadFile %rgTemp
    inc %renLadCount
    if (%renLadCount = 250) {
      sockclose renlad
      renLadVars
    }
    if (%rgTemp == Player not found!) {
      echo -a [RenLad] Nick %renLadNick was not found in the renladder
    }
  }
}
alias renLadVars {
  set %renLadFile c:\renlad.txt
  var %nick $read(%renLadFile, 14)
  var %VehDestroyed $read(%renLadFile, 50)
  var %EnemKilled $read(%renLadFile, 80)
  var %Died $read(%renLadFile, 68)
  var %score $read(%renLadFile, 44)
  var %time $read(%renLadFile, 56)
  var %kd $read(%renLadFile, 182)
  var %buildings $read(%renLadFile, 110)
  var %avgscore $read(%renLadFile, 201)
  var %hit $read(%renLadFile, 194)
  var %tgames $read(%renLadFile, 209)
  var %vehTime $read(%renLadFile, 62)
  var %shotsfired $read(%renLadFile, 104)
  var %vehkills $read(%renLadFile, 74)
  var %headshots $read(%renLadFile, 120)
}

```

```

var %torsoshots $read(%renLadFile, 132)
var %crotchshots $read(%renLadFile, 168)
var %armshots $read(%renLadFile, 104)
var %legshots $read(%renLadFile, 144)
var %squishes $read(%renLadFile, 86)

echo -a $chan 14 [RenLadder] [:: 11 %nick 14 ::]
echo -a $chan 14 [RenLadder] 11Total Score: %score || Games: %tgames || Avg. Score:
%avgscore || Time Ingame: %time
echo -a $chan 14 [RenLadder] 11Kills: %EnemKilled || Deaths: %Died || K/D: %kd || Hit Ratio:
%hit
echo -a $chan 14 [RenLadder] 11[Shots:] Head: %headshots || Torso: %torsoshots || Crotch:
%crotchshots || Leg: %legshots
echo -a $chan 14 [RenLadder] 11Vehicles Destroyed: %VehDestroyed || Buildings Destroyed:
%buildings
echo -a $chan 14 [RenLadder] 11Time InVehicle: %vehtime || Shotsfired: %shotsfired
echo -a $chan 14 [RenLadder] 11Kills from Vehicles: %vehkills || Squishes: %squishes
echo -a $chan 14 [RenLadder] 11View page:
http://renladder.blackhand-studios.net/player.php?name= $+ %renLadNick
}

```

Works by this command:  
 /renlad NAMEHERE

for example,  
 /renlad andr3w282 . Information is echo'd back ( meaning only you can see it )