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Subject: mirc\_ren.dll read from FDS

Posted by [crysis992](#) on Tue, 30 Nov 2010 07:58:02 GMT

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Hello,

I was wondering if the mirc\_ren.dll can also read out the console.  
Or get playernames working. At the moment it only to work with IDs.

Example:

```
on *:text:!mute*:#:{
  if ($nick == crysis) {
    dll mirc_ren.dll FDS_Send 127.0.0.1 4949 ***** mute $2
    msg $chan UserID $2 has been muted for: $3-
    dll mirc_ren.dll FDS_Send 127.0.0.1 4949 ***** pams $2 You have been muted by $nick for:
    $3- :: Do not rejoin to evade the mute.
  }
}
```

- 1) This is working only if i type the ID in the second place. Possible to get it with nicks working?
  - 2) Possible to read out the Console(FDS) with mirc\_ren.dll without 50000 lines of scripts?
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