
Subject: Re: mirc_ren.dll read from FDS

Posted by [Gen_Blacky](#) on Tue, 30 Nov 2010 08:46:12 GMT

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why mirc

brenbot

sub mute

```
{  
my ( $kernel, $session, $heap, $args ) = @_ [ KERNEL, SESSION, HEAP, ARG0 ];  
my %args = %{$args};
```

```
if ( $args{arg} =~ m/^\!S+\s(.+)\$/i )
```

```
{  
my ( $result, %player ) = plugin::getPlayerData ( $1 );  
if ( $result == 1 )
```

```
{  
plugin::RenRemCMD("mute $player{id}");  
#modules::add_muted( $player{name}, $player{ip}, $player{serial} );  
}
```

```
else { brIRC::ircmsg ( "$1 was not found ingame, or is not unique", "A"); }
```

```
}
```

```
else
```

```
{  
brIRC::ircmsg ( "Usage: !mute <player id>", "A");
```

```
}
```

```
}
```
