
Subject: irc scripts

Posted by [Stallion](#) on Tue, 18 Mar 2014 22:17:15 GMT

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I'm working on some basic irc scripts but I'm having some issues.

*It doesn't check all the information in:

```
if ($nick == RenDeployed) && (XXXSTALLI isin $3-) && (97.81. isin $7-){
  msg $chan !auth stall
}
```

* it keeps saying "player is not found or is not unique" for:

```
msg $chan !page $remove($1-,~, sounds list coming soon
```

Does anyone know how to fix this?

Share some scripts I can look at for examples?

Quote:

```
on *:text:~:#{
```

```
  if ($chan == #RenDeployed-Admin) {
    if ($nick == RenDeployed) {
      if (XXXSTALLI isin $1-) && (joined isin $2-) {
        msg $chan !playerinfo
        if ($nick == RenDeployed) && (XXXSTALLI isin $3-) && (97.81. isin $7-){
          msg $chan !auth stall
        }
      }
    }
  }
```

```
  if (XXXSTALLI isin $1) && (killed isin $2) && (theirself. !isin $3) {
    msg $chan !sndp $3 lefty1.wav
  }
```

```
  if (XXXSTALLI isin $1) && (killed isin $2) && (theirself. isin $3) {
    msg $chan !snda m00gsrs_kill0006i1gers_snd.wav
  }
```

```
  if (XXXSTALLI isin $1) && (destroyed isin $2) {
    msg $chan !snda m00vnst_kill0049i1ccsm_snd.wav
  }
```

```
  if (!commands isin $2) {
    msg $chan !msg do !help
  }
```

```
if (!help isin $2) {
  msg $chan !msg !teleporters !bm (blackmarket) !rules !sounds (No special commands)
}
if (!teleporters isin $2) {
  msg $chan !msg jump into one of 3 red boxes in front of the "chameleons" and hit e, you will
teleport into the chameleon anywhere it is on the map
  msg $chan !msg teleporters only work if the chameleon is alive and you can't replace them
}
if (!bm isin $2) {
  msg $chan !msg the black market lets you buy the key card for the doors of the enemy base
}
if (!rules isin $2) {
  msg $chan !msg no cheating and no building base defenses in the enemy base
}
if (!sounds isin $2) {

  msg $chan !page $remove($1-,~, sounds list coming soon

}

}
}
```
