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Subject: JG features

Posted by [SS217](#) on Thu, 25 Mar 2004 20:45:27 GMT

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Scripting with JG:

JTeKGuard uses mIRC signals to send messages for parsing, you'll need to know mIRC scripting which takes maybe a week to be able to create complicated scripts. To make a in-game command:

Make a new file in notepad.

Add the default JG header, else the script will not be supported.

```
/*
<ASCII art>
By: SS, Whitedragon, vloktboky.
Thanks to: Dante (winrem) vloktboky (BCF) I forgot his name (FDSTalk.dll) Whitedragon (Ladder
scripts,blind.jg, etc, etc)
Testers: c4thecat SS o0oHxSo0o Adad
ScriptName.fileextension (.mrc,.jg,.jgbs,.jgs are supported, though it doesn't matter)
*/
```

```
on *:signal:fdslog: {
if (!testcommandhere == $2) {
statementshere
there are also a number of alias' premade used throughout JG. These include: winrem,
winrempage, version,modfilechk,bac,awy
we'll use winrem (Winrem and winrempage have flood protection in case a script / user starts to
spam)
winrem Test command (or run winrem.exe msg (JTeKGuard): Test command)
}
}
```

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