
Subject: !rglocate and !rginfo script

Posted by [snipesimo](#) on Fri, 04 Jun 2004 21:38:28 GMT

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[@snipesimo]: !rginfo

[@[EoE]snipesimo]: RenGuard Status: ONLINE. The RenGuard Network has 582 users and 54 servers. Record: 750 users and 56 servers. RenGuard Stats: 130 players are in RG protected servers, and 847 slots are still open. The current RG server load is 13%

[@snipesimo]: !rglocate g

[@[EoE]snipesimo]: (MightyCabal) is playing on server Renegade Community Server [www.RenGuard.com].

[@snipesimo]: !rglocate simo

[@[EoE]snipesimo]: GFsimon is connected to RenGuard and idle.

[@snipesimo]: !rglocate test

[@[EoE]snipesimo]: test was not found on the RenGuard Network.

[@snipesimo]: !rglocate

-[EoE]snipesimo- you must enter a player to locate! Format: !rglocate

These scripts are entirely socket based, and utilize the recently added web-scripts made by Crimson.

To install, save the file to your mlRC directory and type /load -rs renguard.mrc

Please post any bugs you find here and I will fix them as fast as I am able.

NOTE: This script is fine for personal use, but if you publically release a bot and wish to include my script all I ask is that you give me credit in the readme file.

http://eoehost.servegame.com/eoe_ftp/users/snipesimo/snipesimoprivate/renguard.mrc
