
Subject: !rginfo and !rglocate scripts updated
Posted by [snipesimo](#) on Tue, 06 Jul 2004 21:34:47 GMT
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The scripts currently are buggy and don't work well. I have decided to improve them, make them work, and add some features.

Changes:

- Fixed random output
- Fixed aliases
- Optimized script
- In-game support
- Team chat support included
- Improved details

Aliases:

- /rginfo
- /rglocate <name>

Commands:

IRC:

- !rginfo
- !rglocate

In-game:

- !rg
- !rg public
- !rglocate <name>
- !rglocate <name> public
- !rginfo
- !rginfo public

[17:35] [@[EoE]snipesimo]: !rginfo

[17:35] [@[snipesimo]: [RenGuard Status]: ONLINE. The RenGuard Network has 443 users and 55 servers. [Record]: 486 users and 57 servers. [RenGuard Stats]: 113 players are in RG protected servers, and 981 slots are still open. [Load]: 10%

[17:36] [@[EoE]snipesimo]: !rglocate test

[17:36] [@[snipesimo]: [RGLocate]: test was not found on the RenGuard Network.

Anyone have any suggestions or feature requests before I release them?
