
Subject: FDS & Bot

Posted by [ghost](#) on Fri, 27 Jan 2006 01:11:18 GMT

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Well ive seen people some how make the bot like what the FDS shows... this includes vech purchase and characters.

I was wondering if theres a script for this or how would i get it :S

like:

<AOW> [GDI]rinoxbot1 purchased a vehicle (GDI humvee)

kinda like what NR has.Ive seen people use it on the CS bot

Subject: Re: FDS & Bot

Posted by [ghost](#) on Fri, 27 Jan 2006 04:50:06 GMT

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; ShowPlayerKillMessage=

;

; This setting allows the FDS to report when a player is killed, who killed the
; player, what character the two players were and what weapons they had equipped when the kill
happened.

ShowPlayerKillMessage=1

How can i get this to work in IRC?..

Subject: Re: FDS & Bot

Posted by [havocide3](#) on Fri, 27 Jan 2006 14:06:49 GMT

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!modules is your friend

Subject: Re: FDS & Bot

Posted by [jschultz9](#) on Fri, 27 Jan 2006 18:17:45 GMT

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(13NSbot 12)Spoiled-Beans killed yoolord (GDI Officer vs Nod Mendoza)

(13NSb0t 12)wildhorseassasin purchased a GDI Officer

(13NSb0t 12)yoolord purchased a Nod Officer(13Jonzay 12)Thanks for testign the rejoin to kick timer

(13NSbot 12)Spoiled-Opie9 killed Spoiled-Beans (Nod APC vs GDI Officer)

(13NSb0t 12)Spoiled-Beans purchased a GDI Officer
(13NSb0t 12)MaTMaC_05 deployed an Ion Cannon Beacon
(13NSbot 12) Host: _MaTMaC_05 deployed an Ion Cannon Beacon

Is that kind of what you are talking about, if so yes there is a script available for it, if you are interested in it, Ill pm you with some information about it.

Subject: Re: FDS & Bot
Posted by [ghost](#) on Fri, 27 Jan 2006 20:50:50 GMT
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havocide3 wrote on Fri, 27 January 2006 06:06!modules is your friend

Well i doubt Cloudserv has that command (!modules)

And yes i would love to get that script please PM me more about this.

Subject: Re: FDS & Bot
Posted by [Hex](#) on Fri, 27 Jan 2006 23:03:04 GMT
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You can use something like BCF to forward to mIRC

Quote:alias parserenlog {
 signal FDS \$2-
}

Quote:on *:signal:FDS:{

ect ect

Subject: Re: FDS & Bot
Posted by [ghost](#) on Fri, 27 Jan 2006 23:15:45 GMT
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some1 willing to help me get the full script

EX.

<HRServ> [NR] [BEACON] Nuclear Strike initiated
<HRServ> [NR] [KILL] HRLizard killed theirself

<HRServ> [NR] [BUILDING] GDI Tiberium Refinery destroyed thanks to HRLizard

I want that on my CS bot
