Subject: Brenbot script's
Posted by seraphim on Sun, 30 Apr 2006 09:32:23 GMT
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Does anyone have a script or something, where it can record, How many kills each harvester gets each game, then in the br annouce have it tally up and say how many each teams harvy has got so far this week/month. (have it displayed in irc and game channel)

Also you know how Brenbot can report to the irc channel with information about who killed who, and with what troop, is there anyway to make it also say with what weapon?.

there just some questions ive collected from a few of my server mods.

thanks for any help that gets given

Subject: Re: Brenbot script's
Posted by AmunRa on Sun, 30 Apr 2006 17:46:08 GMT
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either use mIRC, or wait for the next brenbot for plugin support

Subject: Re: Brenbot script's
Posted by seraphim on Mon, 01 May 2006 03:03:07 GMT
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i might wait for the next Brenbot, cause i down want to write no irc scripts and all the other mod's/admins in the server dont want to do it either.

but if anyone does have anything please say

Subject: Re: Brenbot script's
Posted by seraphim on Mon, 01 May 2006 09:40:05 GMT
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Well, I wrote a script and it was a bit dodgy and wasnt working that well, so NEZ took a look and Then wrote this new one for me. Anyway After Testing it works.

Ok how to install.

In your BRENBOT annouce file add the line !harvy
Now. In your Irc server, add the script, ill post it below.
But change the channel name from adaRenServer to your channel name, And also where it says ServerBot, change that to your server bots name.

anyway Heres the script.

```
   ---------------------------------------------------------- -

; Havester Kill Counter v1.0.2
;
; Written By NoEvidenZ


;Increment totals
on *:TEXT:*was ran over by the Nod Harvester.:#adaRenServer: {
  if ($nick == ServerBot) {
    /inc %nodHarvy 1
  }
}
on *:TEXT:*was ran over by the GDI Harvester.:#adaRenServer: {
  if ($nick == ServerBot) {
    /inc %gdiHarvy 1
  }
}

;Output totals
on *:TEXT:*!harvy:#adaRenServer: {
  if (%gdiHarvy > 0) {
    /msg $chan   4GDI Harvester has killed %gdiHarvy people.
    /msg $chan !msg GDI Harvester has killed %gdiHarvy people.
  }
  else {
    /msg $chan   4GDI Harvester has not killed anyone yet.
    /msg $chan !msg GDI Harvester has not killed anyone yet.
  }
  if (%nodHarvy > 0) {
    /msg $chan   4Nod Harvester has killed %nodHarvy people.
    /msg $chan !msg Nod Harvester has killed %nodHarvy people.
  }
  else {
    /msg $chan   4Nod Harvester has not killed anyone yet.
    /msg $chan !msg Nod Harvester has not killed anyone yet.
  }
}

;Reset totals for new round
on *:TEXT:Loading level*:#adaRenServer: {
  if ($nick == ServerBot) {
    /set %nodHarvy 0
    /set %gdiHarvy 0
  }
```

}

--- -----

*updated removed the addind when said bug.
*updated Fixed the only displaying GDI bug