Subject: Writing the whole gamelog in channel
Posted by darton on Sun, 09 Jul 2006 15:43:56 GMT
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Hello!
Recently I saw a brenbot which wrote messages like [BEACON], [GENERAL] and [VEHICLE]. So everybody on IRC can see which vehicle a player buys and whether a Nuclear Strike is deployed. How can I make my Brenbot say these things?

Subject: Re: Writing the whole gamelog in channel
Posted by danpaul88 on Sun, 09 Jul 2006 17:03:52 GMT
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That is BRenBot 1.43, which is still in beta and not available for download yet.

Although 1.41 can do vehicle purchases, if you turn that option on (should be under !modules I think). The beacon and general messages are only in 1.43, so you will have to wait until that is released.

EDIT: And this should be in the 'Other Products' forum really... next time you need help with BRenBot I suggest you post there

Subject: Re: Writing the whole gamelog in channel
Posted by EA-DamageEverything on Sun, 09 Jul 2006 17:30:53 GMT
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You don't need gamelog. Simply use the Nightregulator which uses renlog2.

If it's configured correctly, you will see all events that are logged on iRC then including Crates and Beacons (depending on which ssaow your FDS uses).