Subject: IRC trigger
Posted by -alpha- on Sun, 25 Feb 2007 03:57:05 GMT
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Good night people,
i was wondering.

What is the trigger (if trigger when a guy joins the game.
i want to have a sound when someone joins just a random guy!

Also
whats the trigger for gameover and when a game just starts!

im using mirc and renegade_irc.dll <-- i think its renamed fdstalk...

yours, Recon

Subject: Re: IRC trigger
Posted by Sl4cker on Sun, 25 Feb 2007 04:30:41 GMT
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you can set a highlight to any word you want on mirc. And when the word is typed it will play any sound you want.
Go to your options window then irc then Highlight options. Then check enable highlights if it isn't already. Then Hit the add button and in the Highlight lines which contain these words box type whatever word you want.
Then where it reads play sound click it until it gives you a option to choose a sound path. Choose your sound add a color from the color menu.

Then hit ok and your done...

Hope this helps you.

Subject: Re: IRC trigger
Posted by Renx on Sun, 25 Feb 2007 06:17:18 GMT
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Use on text scripts.

Do /help, click on "Remote" and then "text"

Subject: Re: IRC trigger
Posted by zunnie on Sun, 25 Feb 2007 18:28:42 GMT

Place this in ALT+R (remotes) from mirc or put it in a txtfile and /load -rs file.txt in mirc to load it, press Alt+R and goto "view" to cycle through loaded scripts if you have more than 1:
Quote:

```
alias SENDFDS {
  var %msg = $1-
  if ($1 == msg) var %msg = $1 $2-
  dll mIRC_Ren.dll FDS_Send 127.0.0.1 4949 passwd $left(%msg,150)
}

alias inlist {
  var %i = 1, %j = $numtok($2,32)
  while (%i <= %j) {
    if ($gettok($2,%i,32) iswm $strip($1)) return 1
    inc %i
  }
  return 0
}

on *:text:*:#mp-coop,#mp-coop-Admin:{
  if (mpcoopbr iswm $nick) {
    if ($3-5 == joined the game) {
      .timer 1 2 SENDFDS snda joinsound.wav
    }

    if ([Team] isin $1) halt
    msg #mp-coop $1-
  }

  if ($chan == #mp-coop) {
    if ($inlist($1,!nextmap !gi !pl !rules !showmods) == 1) { msg $chan $+ -Admin $1- }
    if (($1 == !msg) && ($2 != $null) && ($nick isvoice # || $nick isop # || $nick ishop #)) {
      if ($chan == #mp-coop) {
        SENDFDS message ( $+ $nick $+ @IRC): $2-
      }
      else msg $chan $+ -Admin !msg $nick $+ : $2-
    }
  }

  if ((!help isin $1) && ($chan == #mp-coop)) {
    msg $chan Commands: !pl !gi !nextmap !showmods !rules !msg <message>
  }
}
```

Simplified version what im using on the coop server.
Change the brenbotnick(mpcoopbr) to what the nickname of your
brenbot is.
Change #mp-coop and #mp-coop-admin to the channels you use for

your server, brenbot should be in the admin channel.

Quote: if ($3-5 == joined the game) {
    .timer 1 2 SENDFDS snda joinsound.wav
    }

This will play a sound 2 seconds after they join, change "joinsound.wav" to a .wav file that exists in always.dat

This script will also allow people from the public channel to use !msg to talk to people..

If you need help with this im on irc.mp-gaming.com mostly, afk alot but... if im there ill try to help you if you have problems...