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Subject: mIRC\_Ren.dll

Posted by [BlueThen](#) on Sun, 20 May 2007 21:10:46 GMT

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How do I use this? All I know is that it can control a fds through irc scripting... But how do I do this? I do roughly know mIRC scripting.

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Subject: Re: mIRC\_Ren.dll

Posted by [Ryu](#) on Mon, 21 May 2007 09:39:58 GMT

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I hate to say this but if you download cloudfserv, You can look at it's scripts and get a general idea.

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Subject: Re: mIRC\_Ren.dll

Posted by [Cat998](#) on Mon, 21 May 2007 13:56:37 GMT

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I have a RenFDS.dll. The syntax is \$dll(RenFDS.dll, cmd, 127.0.0.1 pass1234 port msg blah). But I don't know if that is the same one

Edit: nvm, found that one too.

The syntax is: dll mirc\_ren.dll 127.0.0.1 port password command

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Subject: Re: mIRC\_Ren.dll

Posted by [AmunRa](#) on Mon, 21 May 2007 16:25:25 GMT

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```
alias NEW1 {
  var %msg = $1-
  if ($1 == msg) var %msg = $1 $2-
  dll mIRC_Ren.dll FDS_Send ip port password %msg
}
```

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Subject: Re: mIRC\_Ren.dll

Posted by [BlueThen](#) on Mon, 21 May 2007 19:52:02 GMT

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Do I start up server and do this?

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Subject: Re: mIRC\_Ren.dll  
Posted by [Cat998](#) on Mon, 21 May 2007 20:41:58 GMT  
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No you shut it down first. To be sure it won't work.

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Subject: Re: mIRC\_Ren.dll  
Posted by [BlueThen](#) on Mon, 21 May 2007 20:49:58 GMT  
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IT doesn't work... :/

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Subject: Re: mIRC\_Ren.dll  
Posted by [AmunRa](#) on Mon, 21 May 2007 21:43:46 GMT  
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o.O

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Subject: Re: mIRC\_Ren.dll  
Posted by [BlueThen](#) on Mon, 21 May 2007 22:36:36 GMT  
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I put the dll in my irc folder, put in the code and filled it out, started irc, and it did nothing! How do I get it to respond to certain words a player says such as "!0wn" sends fds "team2 -1 \$2-"

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Subject: Re: mIRC\_Ren.dll  
Posted by [Cat998](#) on Tue, 22 May 2007 02:42:50 GMT  
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/help on TEXT

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Subject: Re: mIRC\_Ren.dll  
Posted by [AmunRa](#) on Tue, 22 May 2007 16:37:03 GMT  
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heres the old brenbot dual channel script

```
[script]
n0=alias NEW1 {
n1= var %msg = $1-
n2= if ($1 == msg) var %msg = $1 $2-
```

```

n3= dll mIRC_Ren.dll FDS_Send 127.0.0.1 port password %msg
n4=}
n5=alias setvars {
n6= set %aowmastersfile
n7= set %aowadminfile
n8= set %scriptaowadminroom
n9= set %scriptaowpublicroom
n10= set %scriptaowbotnick
n11=}
n12=alias inlist {
n13= var %i = 1, %j = $numtok($2,32)
n14= while (%i <= %j) {
n15=   if ($gettok($2,%i,32) iswm $strip($1)) return 1
n16=   inc %i
n17= }
n18= return 0
n19=}
n20=
n21=on @*:text*:#:{
n22= if (DEBUG isin $1) halt
n23= if ((page isin $1) && ($2 == sent)) halt
n24= if ((pamsg isin $1) && ($2 == sent)) halt
n25= if ([Team] isin $1) halt
n26= if ($inlist($chan,%scriptaowpublicroom) == 1) {
n27=   if ($inlist($1, !cp !nextmap !shownext !shownextmap !showmods !seen !tp !rules !n00b
!shown00bs !noob !shownoobs !version !uptime !rginfo !buildings !bl !vehicles !ve !rg
!nonrgplayers !rgplayers !minelimit !gi !pl !rglocate !adminlist) == 1) { msg $chan $+ -admin $1- }
n28=   if ($1 == !msg) {
n29=     if ($chan == %scriptaowpublicroom) {
n30=       if ($nick isop $chan) { NEW1 message ( $+ $nick $+ @IRC): $2- | halt }
n31=       if ($nick ishelp $chan) { NEW1 message ( $+ $nick $+ @IRC): $2- | halt }
n32=       if (($nick !isvoice $chan) && ($nick !isop $chan)) { notice $nick YOU DO NOT HAVE
PERMISSION TO USE THIS COMMAND! ASK AN OP FOR VOICE! | halt }
n33=       if ($2- == $null) { msg $chan Usage: !msg <message> | halt }
n34=       NEW1 msg ( $+ $nick $+ @IRC): $2-
n35=     }
n36=     else halt
n37=   }
n38= }
n39= if ((!help isin $1) && ($chan == %scriptaowpublicroom)) {
n40=   msg $chan 9 Irc Game Commands : !msg !cp !nextmap !shownext !shownextmap
!showmods !seen !tp !rules !shown00bs !shownoobs !version !uptime !rginfo !buildings !bl
!vehicles !ve !rg !nonrgplayers !rgplayers !minelimit !gi !pl !rglocate !adminlist
n41= }
n42= if ((!help isin $1) && ($chan == %scriptaowadminroom)) {
n43=   msg $chan 9 IRC Admin Commands : !fds amsg ; !fds msg ; !fds tpage (teamID) ; !fds
kick ; !fds ban ; !fds team2 (ID) (teamID) ; !fds pamsg (ID) ; !fds page (ID) ; !fds snda (sound
name) ; !fds donate (plyr1ID) (plyr2ID) (amount) ; !addmod <nick> ; !addadmin <nick> ; !gdipage

```

```

<message> ; !nodpage <message> ; !gdiwin ; !nodwin
n44= }
n45= if (($2 == !help) && ($nick == %scriptaowbotnick)) {
n46= .timer 1 1 NEW1 msg Commands: !rg ; !cp1 ; !locate ; !next ; !ts ; !irc ; !sounds ; !noobme ;
!n00bme ; !gi ; !nonrgplayers ; !warn ; !lg ; !scrub ; !smack ; !slap ; !chop ; !fart ; !lagfix ; R ; N ; M
n47= }
n48= if ($nick == %scriptaowbotnick) {
n49= if ([BR isin $1) halt
n50= if (!msg isin $1-) halt
n51= if (($2- == m) || ($2- == !mods)) msg $chan !showmods
n52= if (($2- == !vote nextmap) || ($2- == !vote nextmap)) msg $chan !vote map cyclemap
n53= if (($2- == !vote next) || ($2- == !vote next)) msg $chan !vote map cyclemap
n54= if (($2- == !voteneutral) || ($2- == !voteneutral)) msg $chan !vote map cyclemap
n55= if (($nick == !pi) || ($2- == !pi)) msg $chan !pi
n56= if (($nick == !pl) || ($2- == !pl)) msg $chan !pl
n57= if ($2- == r) msg $chan !rules
n58= if (($2- == n) || ($2 == !next)) msg $chan !nextmap
n59= if ($2- == !irc) NEW1 msg $strip($remove($1,:)) get your ugly ass on irc.ba4life.com
channel %scriptaowpublicroom
n60= if (wtf isin $2-) NEW1 msg $strip($remove($1,:)) got ownt!
n61= if ($2 == hi) {
n62= .timer 1 1 NEW1 msg Hello $strip($remove($1,:)) welcome to the BA Clan Marathon
server!
n63= .timer 1 2 NEW1 snda m00ccsf_sfrx0001i1ccsf_snd.wav
n64= }
n65= }
n66= if (($5-6 == Vehicle crate) && (Nod APC isin $6-) && ($nick == %scriptaowbotnick)) {
n67= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod APC.
n68= }
n69= if (($5-6 == Vehicle crate) && (Nod Buggy isin $6-) && ($nick == %scriptaowbotnick)) {
n70= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod Buggy.
n71= }
n72= if (($5-6 == Vehicle crate) && (GDI Humvee isin $6-) && ($nick == %scriptaowbotnick)) {
n73= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI Hummer.
n74= }
n75= if (($5-6 == Vehicle crate) && (Stealth Tank isin $6-) && ($nick == %scriptaowbotnick)) {
n76= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod Stealth Tank, lucky bastard.
n77= }
n78= if (($5-6 == Vehicle crate) && (Medium Tank isin $6-) && ($nick == %scriptaowbotnick)) {
n79= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI Medium Tank, lucker.
n80= }
n81= if (($5-6 == Vehicle crate) && (Flame Tank isin $6-) && ($nick == %scriptaowbotnick)) {
n82= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod Flame Tank, lucky bastard.
n83= }
n84= if (($5-6 == Vehicle crate) && (Mammoth Tank isin $6-) && ($nick == %scriptaowbotnick)) {
n85= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI Mammy, liek omg lucky ass!
n86= }
n87= if (($5-6 == Vehicle crate) && (Light Tank isin $6-) && ($nick == %scriptaowbotnick)) {

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n88= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI Medium Tank, lucker.
n89= }
n90= if (($5-6 == Vehicle crate) && (GDI MRLS isin $6-) && ($nick == %scriptaowbotnick)) {
n91= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI MRLS.
n92= }
n93= if (($5-6 == Vehicle crate) && (GDI APC isin $6-) && ($nick == %scriptaowbotnick)) {
n94= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI APC.
n95= }
n96= if (($5-6 == Vehicle crate) && (Recon Bike isin $6-) && ($nick == %scriptaowbotnick)) {
n97= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod Recon Bike.
n98= }
n99= if (($5-6 == Vehicle crate) && (Mobile Artillery isin $6-) && ($nick == %scriptaowbotnick)) {
n100= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod Mobile Artillery.
n101= }
n102= if ((!lag isin $2) && ($nick == %scriptaowbotnick)) {
n103= .timer 1 1 msg $chan !pamsg $strip($remove($1,:)) type !lagfix to fix your laggy
experience
n104= }
n105= if ((!fds isin $1) && ($chan == %scriptaowadminroom)) {
n106= NEW1 $2-
n107= /notice $nick Raw Command Sent To The FDS.
n108= }
n109= if ((!fds isin $2) && ($chan == %scriptaowadminroom) && ($nick == %scriptaowbotnick)) {
n110= set %maraadminnick $strip($remove($1,:))
n111= if ($3- == $null) { NEW1 msg usage: !fds <command> }
n112= if ($read(%aowmastersfile, w, %maraadminnick) == %maraadminnick) { NEW1 $3- | msg
$chan !ppage $strip($remove($1,:)) raw command sent to the FDS | halt }
n113= msg $chan !ppage %adminnick You don't have permission to use that command!
n114= unset %maraadminnick
n115= }
n116= if ((!cp1 isin $2) && ($nick == %scriptaowbotnick)) {
n117= msg $chan !cp
n118= }
n119= if ((!gi isin $2) && ($nick == %scriptaowbotnick)) {
n120= set %ginewmaps 1
n121= msg $chan !gi
n122= }
n123= if ((Gameinfo: isin $1) && (%ginewmaps == 1) && ($nick == %scriptaowbotnick)) {
n124= NEW1 msg $strip($remove($1-,:))
n125= set %ginewmaps 0
n126= }
n127= if ((!nonrgplayers isin $2) && ($nick == %scriptaowbotnick)) {
n128= set %rgnewmaps 1
n129= timer 1 5 set %rgnewmaps 0
n130= }
n131= if ((GDI isin $1) && (%rgnewmaps == 1) && ($nick == %scriptaowbotnick)) {
n132= NEW1 msg Non RG players on $strip($remove($1-,:))
n133= }

```

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n134= if ((NOD isin $1) && (%rgnewmaps == 1) && ($nick == %scriptaowbotnick)) {
n135=   NEW1 msg Non RG players on $strip($remove($1-,))
n136= }
n137= if ($1 == !nodpage) {
n138=   if ($2- == $null) { msg $chan usage: !nodpage <text> | halt }
n139=   NEW1 tpage 0 NOD Team Announcement by ( $+ $nick $+ @IRC): $2-
n140=   msg $chan 9team page sent to NOD --> NOD Team Announcement by ( $+ $nick $+
@IRC): $2-
n141= }
n142= if ($1 == !gdipage) {
n143=   if ($2- == $null) { msg $chan usage: !gdipage <text> | halt }
n144=   NEW1 tpage 1 GDI Team Announcement by ( $+ $nick $+ @IRC): $2-
n145=   msg $chan 9team page sent to GDI --> GDI Team Announcement by ( $+ $nick $+
@IRC): $2-
n146= }
n147= if (($2 == !gdipage) && ($nick == %scriptaowbotnick)) {
n148=   set %maraadminnick $strip($remove($1,,:))
n149=   if ($3- == $null) { msg $chan !ppage %adminnick usage: !gdipage <text> | halt }
n150=   if ($read(%aowadminsfile, w, %adminnick) == %adminnick) { NEW1 tpage 1 $3- | halt }
n151=   if ($read(%aowmastersfile, w, %adminnick) == %adminnick) { NEW1 tpage 1 $3- | halt }
n152=   msg $chan !ppage %adminnick you don't have permission to use that command
n153=   unset %maraadminnick
n154= }
n155= if (($2 == !nodpage) && ($nick == %scriptaowbotnick)) {
n156=   set %maraadminnick $strip($remove($1,,:))
n157=   if ($3- == $null) { msg $chan !ppage %adminnick usage: !nodpage <text> | halt }
n158=   if ($read(%aowadminsfile, w, %maraadminnick) == %maraadminnick) { NEW1 tpage 0
$3- | halt }
n159=   if ($read(%aowmastersfile, w, %maraadminnick) == %maraadminnick) { NEW1 tpage 0
$3- | halt }
n160=   msg $chan !ppage %adminnick you don't have permission to use that command
n161=   unset %maraadminnick
n162= }
n163= if (($2 == !addmod) && ($nick == %scriptaowbotnick)) {
n164=   set %maraadminnick $strip($remove($1,,:))
n165=   set %maraadminaddnick $3-
n166=   if ($3- == $null) { msg $chan !ppage %adminnick usage: !addmod <nick> | halt }
n167=   if ($read(%aowmastersfile, w, %maraadminnick) == %maraadminnick) {
n168=     if ($read(%aowadminsfile, w, %maraadminaddnick) == %maraadminaddnick) { msg
$chan !ppage %maraadminnick That moderator already exists | halt }
n169=     write %aowadminsfile $3-
n170=     NEW1 msg $3- added to the moderators
n171=     msg $chan !ppage %maraadminnick $3- added to moderator list
n172=     msg $chan !rehash
n173=     halt
n174=   }
n175=   msg $chan !ppage %adminnick you don't have permission to use that command
n176=   unset %maraadminnick

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n177= unset %maraadminaddnick
n178= }
n179= if (($2 == !addadmin) && ($nick == %scriptaowbotnick)) {
n180= set %maraadminnick $strip($remove($1,:))
n181= set %maraadminaddnick $3-
n182= if ($3- == $null) { msg $chan !ppage %adminnick usage: !addadmin <nick> | halt }
n183= if ($read(%aowmastersfile, w, %adminnick) == %adminnick) {
n184= if ($read(%aowmastersfile, w, %maraadminaddnick) == %maraadminaddnick) { msg
$chan !ppage %maraadminnick That administrator already exists | halt }
n185= write %aowmastersfile $3-
n186= NEW1 msg $3- added to the administrators
n187= msg $chan !ppage %maraadminnick $3- added to adminstrator list
n188= msg $chan !rehash
n189= halt
n190= }
n191= msg $chan !ppage %adminnick you don't have permission to use that command
n192= unset %maraadminnick
n193= unset %maraadminaddnick
n194= }
n195= if (($1 == !addmod) && ($nick isop $chan) && ($chan == %scriptaowadminroom)) {
n196= set %maraaddmod $strip($remove($2-))
n197= if ($2- == $null) { msg $chan usage: !addmod <nick> | halt }
n198= if ($read(%aowadminsfile, w, $2-) == $2-) { msg $chan that Moderator already exists |
halt }
n199= write %aowadminsfile $2-
n200= msg $chan $+ $2- $+ added to Moderator list
n201= .timer 1 5 msg $chan !rehash
n202= }
n203= if (($1 == !addadmin) && ($nick isop $chan) && ($chan == %scriptaowadminroom)) {
n204= if ($2- == $null) { msg $chan usage: !addadmin <nick> | halt }
n205= if ($read(%aowmastersfile, w, $2-) == $2-) { msg $chan that administrator already exists |
halt }
n206= write %aowmastersfile $2-
n207= msg $chan $+ $2- $+ added to Administrator list
n208= .timer 1 5 msg $chan !rehash
n209= }
n210= if (($2 == !gdiwin) && ($nick == %scriptaowbotnick)) {
n211= set %maraadminnick $strip($remove($1,:))
n212= if ($read(%aowadminsfile, w, %maraadminnick) == %maraadminnick) { NEW1 win 1 |
msg $chan 9Terminating game on demand by killing all of Nod's buildings... | msg
%scriptaowpublicroom 9Terminating game on demand by killing all of Nod's buildings... | halt }
n213= if ($read(%aowmastersfile, w, %maraadminnick) == %maraadminnick) { NEW1 win 1 |
msg $chan 9Terminating game on demand by killing all of Nod's buildings... | msg
%scriptaowpublicroom 9Terminating game on demand by killing all of Nod's buildings... | halt }
n214= msg $chan !ppage %adminnick you don't have permission to use that command
n215= unset %maraadminnick
n216= }
n217= if (($2 == !nodwin) && ($nick == %scriptaowbotnick)) {

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n218= set %maraadminnick $strip($remove($1,:))
n219= if ($read(%aowadminsfile, w, %maraadminnick) == %maraadminnick) { NEW1 win 0 |
msg $chan 9Terminating game on demand by killing all of GDI's buildings... | msg
%scriptaowpublicroom 9Terminating game on demand by killing all of GDI's buildings... | halt }
n220= if ($read(%aowmastersfile, w, %maraadminnick) == %maraadminnick) { NEW1 win 0 |
msg $chan 9Terminating game on demand by killing all of GDI's buildings... | msg
%scriptaowpublicroom 9Terminating game on demand by killing all of GDI's buildings... | halt }
n221= msg $chan !ppage %adminnick you don't have permission to use that command
n222= unset %maraadminnick
n223= }
n224= if (($2 == !setnextmap) && ($nick == %scriptaowbotnick)) {
n225= set %adminnick $strip($remove($1,:))
n226= if ($3- == $null) { msg $chan usage: !setnextmap <map> | halt }
n227= if ($read(%aowadminsfile, w, %adminnick) == %adminnick) { msg $chan !setnextmap $3-
| halt }
n228= if ($read(%aowmastersfile, w, %adminnick) == %adminnick) { msg $chan !setnextmap
$3- | halt }
n229= msg $chan !ppage %adminnick you don't have permission to use that command
n230= unset %adminnick
n231= }
n232=
n233= if (($1 == !gdiwin) && ($nick isop $chan) && ($chan == %scriptaowadminroom)) {
n234= NEW1 win 1
n235= msg $chan 9Terminating game on demand by killing all of Nod's buildings...
n236= msg %scriptaowpublicroom 9Terminating game on demand by killing all of Nod's
buildings...
n237= }
n238= if (($1 == !nodwin) && ($nick isop $chan) && ($chan == %scriptaowadminroom)) {
n239= NEW1 win 0
n240= msg $chan 9Terminating game on demand by killing all of GDI's buildings...
n241= msg %scriptaowpublicroom 9Terminating game on demand by killing all of GDI's
buildings...
n242= }
n243= if ((There are isin $1-2) && ($nick == %scriptaowbotnick)) {
n244= .timer 1 1 NEW1 msg There are $strip($remove($3,:)) Core Patch users and
$strip($remove($8,:)) no-CP users online.
n245= }
n246= if ((Core Patch isin $1-2) && ($nick == %scriptaowbotnick)) {
n247= .timer 1 1 NEW1 msg Core Patch Users: $strip($remove($4-,:))
n248= }
n249= if ((Non-CP isin $1) && ($nick == %scriptaowbotnick)) {
n250= .timer 1 1 NEW1 msg Non-CP Users: $strip($remove($3-,:))
n251= }
n252= if (!!locate isin $2) && ($nick == %scriptaowbotnick)) {
n253= msg $chan !rglocate $3-
n254= }
n255= if ((is playing on isin $2-4) && ($nick == %scriptaowbotnick)) {
n256= NEW1 msg $strip($remove($1-,:))

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n257= }
n258= if ((is connected to isin $2-4) && ($nick == %scriptaowbotnick)) {
n259=   NEW1 msg $strip($remove($1,:)) is linked $strip($remove($4-,:))
n260= }
n261= if ((was not found isin $2-4) && ($nick == %scriptaowbotnick)) {
n262=   NEW1 msg $strip($remove($1-,:))
n263= }
n264= if ((Setting next map isin $3-5) && ($chan == %scriptaowadminroom) && ($nick ==
%scriptaowbotnick)) {
n265=   NEW1 snda bonus_update.wav
n266= }
n267= if ((Vote initiated by isin $3-5) && ($chan == %scriptaowadminroom) && ($nick ==
%scriptaowbotnick)) {
n268=   NEW1 snda bonus_update.wav
n269= }
n270= if ((The vote passed. isin $3-5) && ($chan == %scriptaowadminroom) && ($nick ==
%scriptaowbotnick)) {
n271=   NEW1 snda bonus_complete.wav
n272= }
n273= if ((The vote did not pass. isin $3-7) && ($chan == %scriptaowadminroom) && ($nick ==
%scriptaowbotnick)) {
n274=   NEW1 snda bonus_fail.wav
n275= }
n276= if ((Stopping vote in progress. isin $3-6) && ($chan == %scriptaowadminroom) && ($nick
== %scriptaowbotnick)) {
n277=   NEW1 snda bonus_fail.wav
n278= }
n279= if ((server owner/administrator. isin $5-6) && ($chan == %scriptaowadminroom) && ($nick
== %scriptaowbotnick)) {
n280=   NEW1 snda m00evag_dsgn0045i1evag_snd.wav
n281=   NEW1 msg Server Admin status granted to $strip($remove($2,:))
n282= }
n283= if ((game moderator isin $5-6) && ($chan == %scriptaowadminroom) && ($nick ==
%scriptaowbotnick)) {
n284=   NEW1 snda m00evag_dsgn0045i1evag_snd.wav
n285=   NEW1 msg Full Moderator status granted to $strip($remove($2,:))
n286= }
n287= if ((has been made a TEMPORARY isin $3-7) && ($chan == %scriptaowadminroom) &&
($nick == %scriptaowbotnick)) {
n288=   NEW1 snda m00evag_dsgn0045i1evag_snd.wav
n289=   NEW1 msg Temporary Moderator status granted to $strip($remove($2,:))
n290= }
n291= if ((is no longer a TEMPORARY isin $3-7) && ($chan == %scriptaowadminroom) &&
($nick == %scriptaowbotnick)) {
n292=   NEW1 snda m00evag_dsgn0039i1evag_snd.wav
n293=   NEW1 msg Temporary Moderator status revoked from $strip($remove($2,:))
n294= }
n295= if (((Crate isin $1) && ($5 == God) && ($nick == %scriptaowbotnick)) {

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n296= .timer 1 1 NEW1 msg $strip($remove($2,:)) got the GOD Crate!
n297= .timer 1 1 NEW1 snda primary_complete.wav
n298= }
n299= if ((([Crate isin $1] && ($5-6 == Death crate) && (%tibnewmaps == 0) && ($nick ==
%scriptaowbotnick)) {
n300= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a death crate!
n301= }
n302= if ((([Crate isin $1] && ($5 == Stealth) && ($nick == %scriptaowbotnick)) {
n303= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a Stealth crate!
n304= .timer 1 1 NEW1 snda c&c cloaking.wav
n305= }
n306= if ((([Crate isin $1] && ($5 == Spy) && ($nick == %scriptaowbotnick)) {
n307= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a Spy crate!
n308= }
n309= if ((([Crate isin $1] && ($5 == Beacon) && ($nick == %scriptaowbotnick)) {
n310= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a Beacon crate!
n311= }
n312= if ((([Crate isin $1] && ($5-6 == Tiberium Death) && ($nick == %scriptaowbotnick)) {
n313= set %tibnewmaps 1
n314= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a Tiberium death crate!
n315= .timer 1 5 set %tibnewmaps 0
n316= }
n317= if ((last isin $3) && ($8 == Tiberium) && (%tibnewmaps == 0) && ($nick ==
%scriptaowbotnick)) {
n318= .timer 1 1 NEW1 msg $strip($remove($1,:)) took a fatal walk in tiberium, what an idiot!
n319= }
n320= if ((Connection broken to client. isin $1-4) && ($chan == %scriptaowadminroom)) {
n321= set %leftnewmaps 1
n322= .timer 1 20 set %leftnewmaps 0
n323= }
n324= if ((player isin $1) && (left the game isin $3-5) && (%leftnewmaps == 1) && ($chan ==
%scriptaowadminroom)) {
n325= NEW1 msg lost link to $strip($remove($2,:))
n326= NEW1 snda server_message.wav
n327= set %leftnewmaps 0
n328= }
n329= if ((vaporized isin $3) && ($6 == Advanced) && ($nick == %scriptaowbotnick)) {
n330= .timer 1 1 NEW1 msg $strip($remove($1,:)) got owned by the GDI Advanced Guard
Tower!
n331= .timer 1 1 NEW1 snda noddead1.wav
n332= }
n333= if ((vaporized isin $3) && ($6 == Obelisk.) && ($nick == %scriptaowbotnick)) {
n334= .timer 1 1 NEW1 msg $strip($remove($1,:)) got owned by the NOD Obelisk!
n335= .timer 1 1 NEW1 snda gdiddead1.wav
n336= }
n337= if ((vaporized isin $3) && (turret isin $5-7) && ($nick == %scriptaowbotnick)) {
n338= .timer 1 1 NEW1 msg $strip($remove($1,:)) got served by a NOD Turret!
n339= .timer 1 1 NEW1 snda gdiddead1.wav

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n340= }
n341= if ((vaporized isin $3) && (tower isin $5-7) && ($nick == %scriptaowbotnick)) {
n342= .timer 1 1 NEW1 msg $strip($remove($1,:)) got served by a GDI Guard Tower!
n343= .timer 1 1 NEW1 snda noddead1.wav
n344= }
n345= if ((Player [BA]CrAsh1 joined the game isin $1-5) && ($nick == %scriptaowbotnick)) {
n346= .timer 1 1 msg $chan !atm crash1
n347= }
n348= if ((lag isin $3) && ($nick == %scriptaowbotnick)) {
n349= .timer 1 1 msg $chan !postmsg 2
n350= }
n351= if (!(start slipknot isin $1-2) && ($nick == AmunRa)) {
n352= .timer 1 1 NEW1 msg MP3 player has started: the first song is theHereticAnthem.mp3
n353= .timer 2 1 NEW1 snda thehereticanthem.mp3
n354= .timer 3 5 NEW1 msg next mp3 in 4 minutes 16 seconds
n355= .timer 4 260 NEW1 msg the next song is: Disasterpiece.mp3
n356= .timer 5 265 NEW1 snda Disasterpiece.mp3
n357= .timer 6 270 NEW1 msg next mp3 in 5 minutes 10 seconds
n358= .timer 7 850 NEW1 msg the next song is: EyeleSs.mp3
n359= .timer 8 855 NEW1 snda EyeleSs.mp3
n360= .timer 9 1068 NEW1 msg Song rotation has ended
n361= }
n362= if ((laaa isin $3) && ($nick == %scriptaowbotnick)) {
n363= .timer 1 1 msg $chan !pamsg $strip($remove($1,:)) type !lagfix to fix your laggy
experience
n364= }
n365= if ((laaa isin $2) && ($nick == %scriptaowbotnick)) {
n366= .timer 1 1 msg $chan !pamsg $strip($remove($1,:)) type !lagfix to fix your laggy
experience
n367= }
n368= if ($nick == %scriptaowbotnick) {
n369= if (ld isin $1) halt
n370= if ([page isin $1) halt
n371= if ((Name isin $1) && ($3 == Status)) halt
n372= if ((teams isin $1) && ($5 == command)) halt
n373= if ((Player isin $1) && (Commands: isin $2)) halt
n374= if ((recommend isin $1) && ($5 == System)) halt
n375= if ((seen isin $1) && ($6 == Server)) halt
n376= if ((Use isin $1) && (!help isin $2)) halt
n377= if ((autorecs isin $1) && ($5 == based)) halt
n378= if ((gamelog isin $1) && ($2 == Support)) halt
n379= if ((gamerresults isin $1) && ($5 == after)) halt
n380= if ((htmloutput isin $1) && ($3 == HTML)) halt
n381= if ((teammessages isin $1) && ($3 == Team)) halt
n382= if ((usermessages isin $1) && ($2 == Enables)) halt
n383= if ((donate isin $1) && ($2 == Donate)) halt
n384= if ((renguard isin $1) && ($2 == RenGuard)) halt
n385= if ((vehicle isin $1) && ($3 == vehicle)) halt

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n386= if ((pingresponse isin $1) && ($3 == reports)) halt
n387= if ((bhs isin $1) && ($4 == Blackhand)) halt
n388= if (000. isin $1-) halt
n389= if (001. isin $1-) halt
n390= if (002. isin $1-) halt
n391= if (003. isin $1-) halt
n392= msg %scriptaowpublicroom $1-
n393= if (track isin $1-) halt
n394= if (host isin $1) halt
n395= if (($2 == !lag) || ($2 == !lagfix)) msg %scriptaowadminroom !qkick $strip($remove($1,:))
lag fixed :)
n396= if (($2 == !fag) || ($2 == !fagfix)) msg %scriptaowadminroom !qkick $strip($remove($1,:))
Naziism
n397= if (($2 == !noobme) || ($2 == !n00bme)) NEW1 msg $strip($remove($1,:)) says: I'm a big
fucking n00b!
n398= if (($2 == !noobme) || ($2 == !n00bme)) msg %scriptaowadminroom !pamsg
$strip($remove($1,:)) you are a big fucking n00b!
n399= if ($2 == !ts) NEW1 msg $strip($remove($1,:)) $+ , our teamspeak address is
"ba4life.com" or "67.18.150.162"
n400= if ($2 == !kickme) msg %scriptaowadminroom !qkick $strip($remove($1,:)) ok :)
n401= if (($2- == nigga) || ($2- == mean mean black person)) msg %scriptaowadminroom !qkick
$strip($remove($1,:)) Racism/Naziism/Sexism
n402= if ($2 == !site) NEW1 msg Visit our website @ www.ba4life.com
n403= if ($8 == Harvester.) NEW1 msg $strip($remove($1,:)) got owned by the dumbest vehicle
ingame: The Harvester...
n404= if ($3 == himself.) NEW1 msg $strip($remove($1,:)) killed his own dumb self... N00b...
n405= if ($2 == !wee) msg %scriptaowadminroom !qkick $strip($remove($1,:)) don't type
!rotation
n406= if (kick isin $4-8) set %kicknewmaps 1
n407= if (($2-3 == was kicked) && (%kicknewmaps = 1)) {
n408=     NEW1 snd m00_wins0001evag_snd.wav
n409=     NEW1 msg $strip($remove($1,:)) got kicked
n410=     set %kicknewmaps 0
n411= }
n412= if ($2 == !scrub) {
n413=     if ($3- == $null) { NEW1 msg [BR] Usage: !scrub <name> | halt }
n414=     .timer 1 1 NEW1 msg $strip($remove($1,:)) whips out his toilet scrubber..."someone
needs to wash thier mouth!"
n415=     .timer 1 2 NEW1 msg $strip($remove($1,:)) scrubs $3- $+ 's mouth like a mad maid
from hell!
n416= }
n417= if ($2 == !warn) {
n418=     if ($3- == $null) { NEW1 msg [BR] Usage: !warn <name> | halt }
n419=     .timer 1 1 NEW1 msg $strip($remove($1,:)) says to $3- $+ , behave... or I'll get medieval
with your buttocks.
n420= }
n421= if ($2 == !lg) {
n422=     if ($3- == $null) { NEW1 msg [BR] Usage: !lg <name> | halt }

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n423= .timer 1 1 NEW1 msg $strip($remove($1,:)) Calls to the god of lightning and asks him
for help. Later that day $3 is walking home from the sexual toys store when a lightning bolt comes
and knocks down a tree that kills $3
n424= }
n425= if ($2 == !aol) {
n426=   if ($3- == $null) { NEW1 msg [BR] Usage: !aol <name> | halt }
n427= .timer 1 1 NEW1 msg $strip($remove($1,:)) breaks into $3- $+ 's house and screws up
their PC so they can only get on AOL (America Online) Right where you belong you lamer!!!
n428= }
n429= if ($2 == !slap) {
n430=   if ($3- == $null) { NEW1 msg [BR] Usage: !slap <name> | halt }
n431=   NEW1 msg $strip($remove($1,:)) slaps $strip($remove($3-,:)) around a bit with a large
trout
n432= }
n433= If ($2 == !chop) {
n434=   if ($3- == $null) { NEW1 msg [BR] Usage: !chop <name> | halt }
n435=   NEW1 msg $strip($remove($1,:)) attempts to chop off $3- $+ 's dick, unfortunately,
he/she misses and circumsizes himself instead o.o
n436=   msg $chan !ppage $strip($remove($1,:)) be sure to pick up your foreskin, your creeping
out the ladies :P
n437= }
n438= if ($2 == !fart) {
n439=   if ($3- == $null) { NEW1 msg [BR] Usage: !fart <name> | halt }
n440=   NEW1 snda m00gcbb_hftd0001i1gcbb_snd.wav
n441=   NEW1 msg $strip($remove($1,:)) farts all over $strip($remove($3-,:)) OMG HE/SHE
HAS DIARRHEA!
n442=   msg $chan !ppage $strip($remove($1,:)) Ewww its all runny! *faints* o_0
n443= }
n444= if ($2 == !smack) {
n445=   if ($3- == $null) { NEW1 msg [BR] Usage: !smack <name> | halt }
n446=   NEW1 msg $strip($remove($1,:)) smacks $strip($remove($3-,:)) with his big ol' dick!
n447= }
n448= if ($2 == !sounds) {
n449=   .timer 1 1 NEW1 msg To hear these sounds you need RenGuard and the Core Patch 1:
www.RenGuard.com
n450=   .timer 1 2 NEW1 msg Sounds: chicky ; skill ; tt ; hehe ; tuff ; yes_sir ; yeah ; fall ; got_it ;
grunt ; good ; dead ; oops ; creature ; lol ; roar ; target ; incinerate ; fire ; smell ; ^^ ; toast ; pain ;
present ; burn ; stupid
n451= }
n452= if (($2 == destroyed) && ($3 == Airstrip)) {
n453=   .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Brotherhood of Nod's
Airstrip!
n454=   .timer 1 2 NEW1 snda m00bnaf_kill0053i1gbmg_snd.wav
n455=   .timer 1 3 NEW1 snda nstruc1.wav
n456= }
n457= if (($2 == destroyed) && ($3 == Obelisk)) {
n458=   .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Brotherhood of Nod's
Obelisk!

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n459= .timer 1 2 NEW1 snda m00bnoI_kill0003i1gbmg_snd.wav
n460= .timer 1 3 NEW1 snda nstruc1.wav
n461= }
n462= if (($3 == Hand) && ($5 == Nod)) {
n463= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Brotherhood of Nod's
Hand of Nod!
n464= .timer 1 2 NEW1 snda m00bnhn_kill0003i1gbmg_snd.wav
n465= .timer 1 3 NEW1 snda nstruc1.wav
n466= }
n467= if ($2-3 == destroyed Refinery) {
n468= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Refinery!
n469= .timer 1 2 NEW1 snda m00bntr_kill0053i1gbmg_snd.wav
n470= .timer 1 3 NEW1 snda estrucx.wav
n471= }
n472= if ($3-4 == GDI Powerplant) {
n473= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Global Defense
Initiative's Power Plant!
n474= .timer 1 2 NEW1 snda m00bnpp_kill0003i1gbmg_snd.wav
n475= .timer 1 3 NEW1 snda estrucx.wav
n476= }
n477= if ($3-4 == Nod Powerplant) {
n478= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Brotherhood of Nod's
Power Plant!
n479= .timer 1 2 NEW1 snda m00bnpp_kill0054i1gbmg_snd.wav
n480= .timer 1 3 NEW1 snda nstruc1.wav
n481= }
n482= if ($3-4 == War Factory) {
n483= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Global Defense
Initiative's Weapons Factory!
n484= .timer 1 2 NEW1 snda m00bgwf_kill0030i1nbft_snd.wav
n485= .timer 1 3 NEW1 snda estrucx.wav
n486= }
n487= if ($2-3 == destroyed Barracks) {
n488= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Global Defense
Initiative's Infantry Barracks!
n489= .timer 1 2 NEW1 snda estrucx.wav
n490= }
n491= if ($2-3 == destroyed agt) {
n492= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Global Defense
Initiative's Advanced Guard Tower!
n493= .timer 1 2 NEW1 snda estrucx.wav
n494= }
n495= if (($2 == destroyed) && ($3 == $null) && ( 4 isin $strip($1-3))) {
n496= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Global Defense
Initiative's Tiberium Silo or Repair Facility!
n497= .timer 1 2 NEW1 snda estrucx.wav
n498= }
n499= if (($2 == destroyed) && ($3 == $null) && ( 8 isin $strip($1-3))) {

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n500= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Brotherhood of Nod's
Tiberium Silo or Repair Facility!
n501= .timer 1 2 NEW1 snda estrucx.wav
n502= }
n503= if ($2 == chicky) NEW1 snda m00achk_kill0001i1gbmg_snd.wav
n504= if ($2 == skill) NEW1 snda mxxdsgn_dsgn014i1gbmg_snd.wav
n505= if ($2 == hehe) NEW1 snda mtudsgn_dsgn0377a1gbmg_snd.wav
n506= if ($2 == tt) NEW1 snda m00mstm_kill0013i1gbrs_snd.wav
n507= if ($2 == tuff) NEW1 snda tuffguy1.wav
n508= if ($2 == yes_sir) NEW1 snda yes1.wav
n509= if ($2 == yeah) NEW1 snda yeah1.wav
n510= if ($2 == fall) NEW1 snda mx0_falling2_60.wav
n511= if ($2 == got_it) NEW1 snda gotit1.wav
n512= if ($2 == grunt) NEW1 snda grunt_grunt.wav
n513= if ($2 == good) NEW1 snda l02b_01_hav01.wav
n514= if ($2 == dead) NEW1 snda l02b_02_hav02.wav
n515= if ($2 == oops) NEW1 snda l02b_03_hav03.wav
n516= if ($2 == creature) NEW1 snda m00asqr_kill0018i1mbpt_snd.wav
n517= if ($2 == lol) NEW1 snda m00asqr_kill0019i1mbrs_snd.wav
n518= if ($2 == roar) NEW1 snda m00avis_kick0029i1mein_snd.wav
n519= if ($2 == target) NEW1 snda m00avis_kick0030i1moac_snd.wav
n520= if ($2 == incinerate) NEW1 snda m00avis_kifi0003i1moac_snd.wav
n521= if ($2 == fire) NEW1 snda m00avis_kifi0006i1mbrs_snd.wav
n522= if ($2 == smell) NEW1 snda m00avis_kifi0020i1nctk_snd.wav
n523= if ($2 == ^) NEW1 snda m00avis_kifi0021i1ccsf_snd.wav
n524= if ($2 == toast) NEW1 snda m00avis_kifi0029i1gomg_snd.wav
n525= if ($2 == pain) NEW1 snda m00bncc_kill0054i1gbmg_snd.wav
n526= if ($2 == present) NEW1 snda m00bntr_kill0003i1gbmg_snd.wav
n527= if ($2 == burn) NEW1 snda m00ccck_kifi0008i1gsen_snd.wav
n528= if ($2 == stupid) NEW1 snda mxxdsgn_dsgn028i1gbmg_snd.wav
n529= if ($2 == mechman) NEW1 snda mechmansrevenge.mp3
n530= if ($2 == bomb) NEW1 snda bombit1.wav
n531= }
n532=}
```

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Subject: Re: mIRC\_Ren.dll  
Posted by [BlueThen](#) on Tue, 22 May 2007 19:53:23 GMT  
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Thanks! I'm gonna start experimenting now!

Edit: Should the %msg and the other % things be replaced? o.O

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Subject: Re: mIRC\_Ren.dll  
Posted by [Genesis2001](#) on Tue, 22 May 2007 23:44:36 GMT  
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%msg is a variable. If you use that script above, I would leave the %msg's the same.

-MathK1LL

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Subject: Re: mIRC\_Ren.dll  
Posted by [cAmpa](#) on Thu, 24 May 2007 23:30:47 GMT  
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Script for 1.41 brenbot hihi

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Subject: Re: mIRC\_Ren.dll  
Posted by [Genesis2001](#) on Fri, 25 May 2007 03:52:38 GMT  
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I think the question here was answered =/

-MathK1LL

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