Subject: How do I get commands for my sever?
Posted by Colonel Burton on Thu, 21 Feb 2008 03:31:11 GMT
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I want commands like from Roleplay 2, !killme how can I make them or, get them, download them?

Subject: Re: How do I get commands for my sever?
Posted by Genesis2001 on Thu, 21 Feb 2008 05:28:43 GMT
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You're talking about EKT's Roleplay 2 server, aren't ya? -_-

Those are custom scripted server-sided by Sniperhid (aka EKT-Snippers or something like that) and they're a private thing, server specific...

Although, you can easily make a !killme command in C++ -_-

~Zack

Subject: Re: How do I get commands for my sever?
Posted by Colonel Burton on Thu, 21 Feb 2008 05:56:51 GMT
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Is there a guide I can do?

Subject: Re: How do I get commands for my sever?
Posted by Sniperhid on Thu, 21 Feb 2008 06:19:20 GMT
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```
const char *Msg3 = WideCharToChar(Msg);
 else if (strncmp(Msg3,"!killme",7) == 0) {
  if (obj){
  Commands->Destroy_Object(obj);
  char message[256];
  sprintf(message,"cmsgp %d 90,250,90 [EKTRPG] You have been killed.",ID);
  Console_Input(message);
  return;
  }
 }
```

the ID var is given in the chat hook: SSGM_Chat_Hook, yeah you can tell me off for not using the tokenized stuff, but this works perfectly fine.

Subject: Re: How do I get commands for my sever?
Posted by Dreganius on Thu, 21 Feb 2008 07:18:25 GMT
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HOLY SHIT IT'S HIM!!!

You're finally back? Okay then, GET ON THE IRC SNIPPERS

Mmkay. Rant over. Proceed.

Subject: Re: How do I get commands for my sever?
Posted by Colonel Burton on Thu, 21 Feb 2008 17:29:05 GMT
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HOLY SHIT IT'S HIM!!!

You're finally back? Okay then, GET ON THE IRC SNIPPERS Sarcasm

Mmkay. Rant over. Proceed.

What? Its him? Im back what? What and how do I get on IRC SNIPPERS Sarcasm?
One thing I KNOW NOTHING! About what I ask for I don't even know where to put the files.

Subject: Re: How do I get commands for my sever?
Posted by Colonel Burton on Fri, 22 Feb 2008 03:41:02 GMT
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Hello? I need help.

Subject: Re: How do I get commands for my sever?
Posted by Dreganius on Fri, 22 Feb 2008 04:43:53 GMT
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Mentally, it seems.

Subject: Re: How do I get commands for my sever?

Posted by LR01 on Fri, 22 Feb 2008 14:14:27 GMT

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Colonel Burton wrote on Thu, 21 February 2008 04:31I want commands like from Roleplay 2, !killme how can I make them or, get them, download them?

don't you need a bot then?
like NightRegulator? http://www.nightregulator.co.uk/?page=versions

---

Subject: Re: How do I get commands for my sever?
Posted by mrÃ£Ã§Ä·z on Fri, 22 Feb 2008 22:35:51 GMT

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Make your 0wn scripts in Lua,

www.DCOMProductions.net

Subject: Re: How do I get commands for my sever?
Posted by EA-DamageEverything on Sat, 23 Feb 2008 04:58:27 GMT
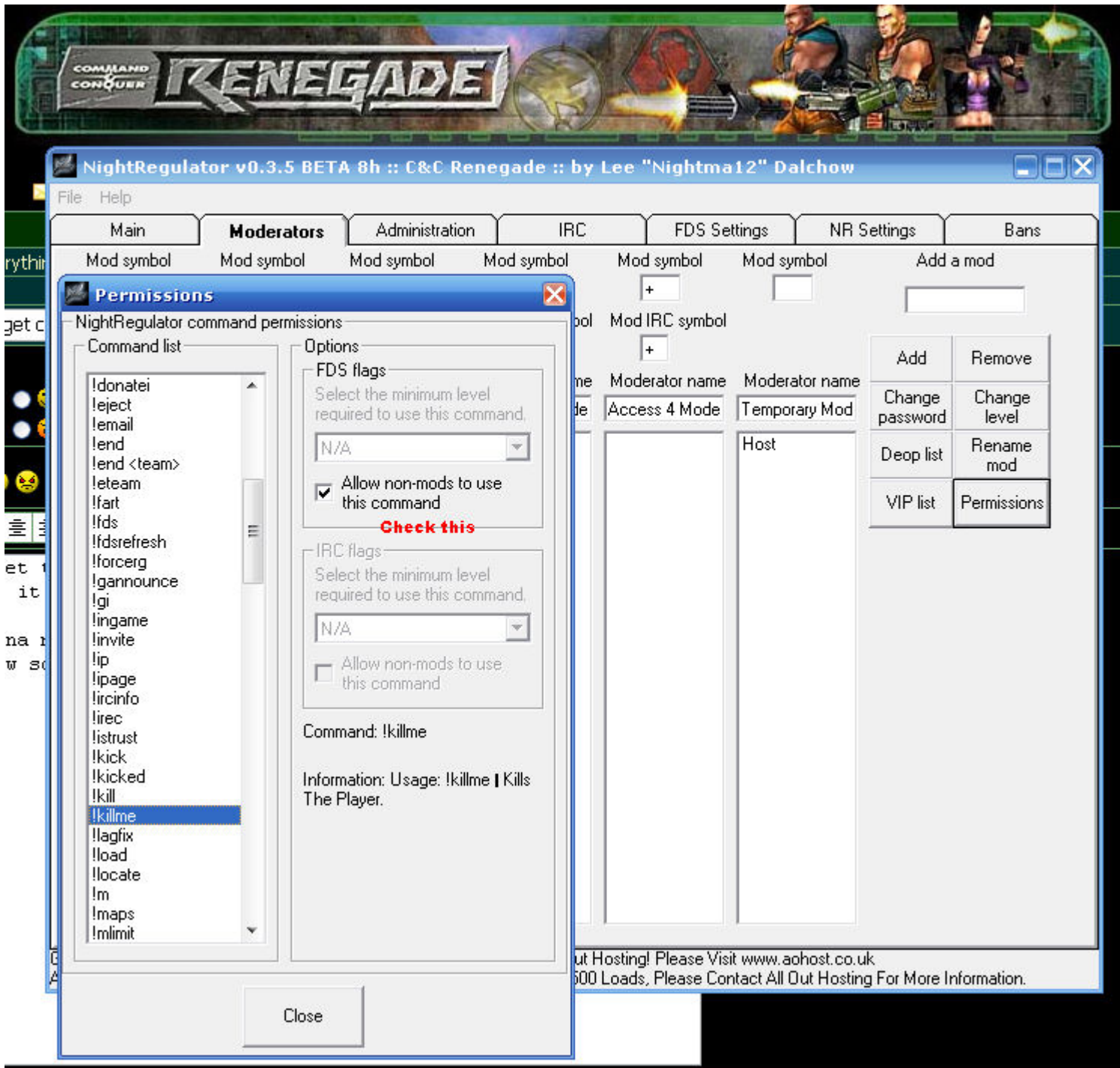
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Grab NR, set the permission level for !killme at a state of your choice and it's done.

File Attachments
1) killme.jpg, downloaded 396 times

NightRegulator v0.3.5 BETA 8h :: C&C Renegade :: by Lee "Nightma12" Dalchow

File   Help

Main | **Moderators** | Administration | IRC | FDS Settings | NR Settings | Bans

Mod symbol   Mod symbol   Mod symbol   Mod symbol   Mod symbol   Mod symbol   Add a mod

Permissions

NightRegulator command permissions

Command list
- !donatei
- !eject
- !email
- !end
- !end <team>
- !eteam
- !fart
- !fds
- !fdsrefresh
- !forcerg
- !gannounce
- !gi
- !ingame
- !invite
- !ip
- !ipage
- !ircinfo
- !irec
- !istrust
- !kick
- !kicked
- !kill
- **!killme**
- !lagfix
- !load
- !locate
- !m
- !maps
- !mlimit

Options

FDS flags
Select the minimum level required to use this command.
N/A
☑ Allow non-mods to use this command
Check this

IRC flags
Select the minimum level required to use this command.
N/A
☐ Allow non-mods to use this command

Command: !killme

Information: Usage: !killme | Kills The Player.

Close

Mod IRC symbol
+

Moderator name   Moderator name
Access 4 Mode   Temporary Mod
                 Host

Add   Remove
Change   Change
password level
Deop list Rename mod
VIP list Permissions

ut Hosting! Please Visit www.aohost.co.uk
500 Loads, Please Contact All Out Hosting For More Information.

Subject: Re: How do I get commands for my sever?
Posted by Colonel Burton on Sun, 24 Feb 2008 04:27:28 GMT
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MadRockz wrote on Fri, 22 February 2008 12:35Make your 0wn scripts in Lua,

www.DCOMProductions.net

Okay, what do I do with this, where do I put it?
And the Night Regulator, where do I install it?
By the way I have The First Decade.

Subject: Re: How do I get commands for my sever?
Posted by Commando Burton on Sun, 24 Feb 2008 19:30:36 GMT
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Its still me Colonelburton but I found out what my user was just forgot the (-) in it, anyway how do I get Roleplay map working on the my dedicated server I put it in the data but won't show up in Night Regulator.

Subject: Re: How do I get commands for my sever?
Posted by crazfulla on Sun, 24 Feb 2008 20:58:13 GMT
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thats because its a mod package. I dont know how to use them on NR.
You could always edit svrcfg_cnc itself in notepad via remote desktop

---

Subject: Re: How do I get commands for my sever?
Posted by Commando Burton on Sun, 24 Feb 2008 22:18:45 GMT
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Thank you but the commands won't work, I did the NR and it won't work, by the way I can't play Renegade at the same time as my sever
Renegade won't start up and how I tested the commands is my friend.

Subject: Re: How do I get commands for my sever?
Posted by Commando Burton on Mon, 25 Feb 2008 00:14:20 GMT
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Wait, when I tell someone on my server to type !killme and they do over in BRenbot said that person did not Renguard how do I fix this!

Subject: Re: How do I get commands for my sever?
Posted by EA-DamageEverything on Mon, 25 Feb 2008 00:45:10 GMT
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Honestly I don't know because it should NOT affect Renguards behavior. The only commands RG

should listen to is !forcerg and !rg in F2-Chat. And !rgplayers on IRC AFAIK.

I don't know if !killme is implemented in the Brenbot -I only had to use it once the last time (and lol it was on a NR-regulated Server). If it's not, I think your BR might have thought: "WTF? Unknown command!"

Anyway, Sniperhid has posted the needed Code for the scripts and once it's placed there in a running scripts.dll, it doesn't matter what Bot runs on your Server.

Subject: Re: How do I get commands for my sever?
Posted by Commando Burton on Mon, 25 Feb 2008 01:52:59 GMT
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Sniperhid wrote on Thu, 21 February 2008 00:19
```
const char *Msg3 = WideCharToChar(Msg);
 else if (strncmp(Msg3,"!killme",7) == 0) {
  if (obj){
  Commands->Destroy_Object(obj);
  char message[256];
  sprintf(message,"cmsgp %d 90,250,90 [EKTRPG] You have been killed.",ID);
  Console_Input(message);
  return;
  }
  }
```

the ID var is given in the chat hook: SSGM_Chat_Hook, yeah you can tell me off for not using the tokenized stuff, but this works perfectly fine.
Okay, how do I use this?

Subject: Re: How do I get commands for my sever?
Posted by Commando Burton on Mon, 25 Feb 2008 02:06:48 GMT
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Commando Burton wrote on Sun, 24 February 2008 18:14Wait, when I tell someone on my server to type !killme and they do over in BRenbot said that person did not Renguard how do I fix this!
Wait, BR said that they need Renguard.
One thing I do NOT have Renguard.
One more thing I want to open custom_commands.brf but can't what do I need?

Subject: Re: How do I get commands for my sever?
Posted by BlueThen on Mon, 25 Feb 2008 03:44:54 GMT

Ok, stop freakin double posting. Use the edit button.

Subject: Re: How do I get commands for my sever?
Posted by EA-DamageEverything on Mon, 25 Feb 2008 23:38:12 GMT

You can open & edit any Plugin file with the Windows Notepad. Associate .brf + .cfg with it. You even can open the .pm + XML files with it.

The only important thing is to keep the structure of the code within those files. If you mess a line up, the Plugin will not load or work properly.

Subject: Re: How do I get commands for my sever?
Posted by Commando Burton on Mon, 25 Feb 2008 23:54:47 GMT

Thank you.