Subject: Mirc + NoNameScript
Posted by _SSnipe_ on Tue, 11 Mar 2008 05:16:46 GMT
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I have mirc and NoNameScript but how can i have more then one server open along with its windows?

like one server for xphaze another for ekt another for mp-gaming and have there channels in there ?

Subject: Re: Mirc + NoNameScript
Posted by CarrierII on Tue, 11 Mar 2008 07:31:29 GMT
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/server -m new-irc-server.com

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Tue, 11 Mar 2008 19:52:47 GMT
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if i do that is it permanent?

Subject: Re: Mirc + NoNameScript
Posted by Zion on Tue, 11 Mar 2008 19:58:47 GMT
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The window will remain open unless you close the window, or close mIRC.

You can impliment this command into mIRC Scripts, if you so desire.

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Tue, 11 Mar 2008 21:22:39 GMT
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how i do that? when i open it i want it to atuop open these 3 servers with its channels in them i tryed it but it opened channles form one server in all the servers and jacked up lol

Subject: Re: Mirc + NoNameScript

Posted by light on Wed, 12 Mar 2008 01:09:13 GMT

Scripts!

you need an ON START script to connect to each server when mIRC starts, then an ON
CONNECT script which checks the server name then joins the channels you want.

Subject: Re: Mirc + NoNameScript
Posted by Zion on Wed, 12 Mar 2008 01:19:27 GMT

```
on start
{
  /server irc.servername.com
  /server -m irc.servername2.com
  /server -m itc.servername3.com
}

on connect
{
  if($server == irc.servername.com)
  {
    /nickserv identify password
    /join #chan1
    /join #chan2
    /join #chan3
  }
  elseif($server == irc.servername2.com)
  {
    /nickserv identify password
    /join #chan1
    /join #chan2
    /join #chan3
  }
  elseif($server == irc.servername3.com)
  {
    /nickserv identify password
    /join #chan1
    /join #chan2
    /join #chan3
  }
}
```

Changing "servername.com", "servername2.com", "servername3.com", "chan", "chan2", "chan3"
and "password" accordingly. You can add more channels if need be.

Subject: Re: Mirc + NoNameScript
Posted by Creed3020 on Wed, 12 Mar 2008 01:29:12 GMT

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Or you can get the script to do this for you without any coding...

Assuming you have a similar version of NoNameScript installed do the following:

-Go to NoNameScript at the top of mIRC-
--Click on Setup
---On the left side find and click 'Favorite Nets'
----A list of available networks is displayed. Move the networks you wish to connect to from the left box to the right box
-----configure the 'Network data' at the bottom of the Menu box for each Favorite Network.

Hope this helps.

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Wed, 12 Mar 2008 02:27:12 GMT

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im try both of those as soon as i able to ill reply back if i got it or any errors

Subject: Re: Mirc + NoNameScript
Posted by CarrierII on Fri, 14 Mar 2008 15:27:28 GMT

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Is there no switch / case statement in MIRC's script language then?

Subject: Re: Mirc + NoNameScript
Posted by Renx on Fri, 14 Mar 2008 15:36:09 GMT

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You need to go into the mIRC server setup (alt+e or alt+o) and manually add the servers you want to connect to before following Creed3020's steps.

You can also use "Perform" to add commands to be executed upon connecting to a server instead of coding. You find it by pressing alt+o and navigating to Connect/Options on the left-hand side.

Subject: Re: Mirc + NoNameScript
Posted by Ethenal on Fri, 14 Mar 2008 16:45:22 GMT

CarrierII wrote on Fri, 14 March 2008 10:27Is there no switch / case statement in MIRC's script language then?

Nope.

EDIT @ SSnipe: Since you have NoNameScript, you can use the "Favorite Nets" tool in NoNameScript's setup menu.

Subject: Re: Mirc + NoNameScript
Posted by CarrierII on Fri, 14 Mar 2008 16:46:01 GMT

I'd die. lol

Subject: Re: Mirc + NoNameScript
Posted by Creed3020 on Sat, 15 Mar 2008 14:36:52 GMT

Renx wrote on Fri, 14 March 2008 10:36You need to go into the mIRC server setup (alt+e or alt+o) and manually add the servers you want to connect to before following Creed3020's steps.

You can also use "Perform" to add commands to be executed upon connecting to a server instead of coding. You find it by pressing alt+o and navigating to Connect/Options on the left-hand side.

Thanks for adding that note, I made an assumption that he would already have the networks added, but the reverse is also possible.

Have you gotten this to work yet?

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Sat, 10 May 2008 00:58:26 GMT

Creed3020 wrote on Tue, 11 March 2008 18:29Or you can get the script to do this for you without any coding...

Assuming you have a similar version of NoNameScript installed do the following:

-Go to NoNameScript at the top of mIRC-
--Click on Setup

---On the left side find and click 'Favorite Nets'

----A list of available networks is displayed. Move the networks you wish to connect to from the left box to the right box

-----configure the 'Network data' at the bottom of the Menu box for each Favorite Network.

Hope this helps.

thats helpful but i cant add channels and zeon fox i did urs but not working..

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Sat, 10 May 2008 17:16:49 GMT
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bump

please help me i can get the diffrent servers to open with what you guys told me with the Favorite Nets but does not open channels and the scripts zeon fox made i cant get it to work

---

Subject: Re: Mirc + NoNameScript
Posted by Rev on Sat, 10 May 2008 17:34:13 GMT
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```
on *:start: {
  /server irc.servername.com
  /server -m irc.servername2.com
  /server -m itc.servername3.com
}

on *:connect: {
  if ($server == irc.servername.com) {
   /nickserv identify password
   /join #chan1
   /join #chan2
   /join #chan3
  }
  elseif ($server == irc.servername2.com) {
   /nickserv identify password
   /join #chan1
   /join #chan2
   /join #chan3
  }
  elseif ($server == irc.servername3.com) {
   /nickserv identify password
   /join #chan1
   /join #chan2
```

```
    /join #chan3
  }
}
```

Try that? change the same things that zion said.

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Sat, 10 May 2008 17:58:09 GMT

Rev wrote on Sat, 10 May 2008 10:34
```
on *:start: {
  /server irc.servername.com
  /server -m irc.servername2.com
  /server -m itc.servername3.com
}

on *:connect: {
  if ($server == irc.servername.com) {
   /nickserv identify password
   /join #chan1
   /join #chan2
   /join #chan3
  }
  elseif ($server == irc.servername2.com) {
   /nickserv identify password
   /join #chan1
   /join #chan2
   /join #chan3
  }
  elseif ($server == irc.servername3.com) {
   /nickserv identify password
   /join #chan1
   /join #chan2
   /join #chan3
  }
}
```

Try that? change the same things that zion said.

hmm thanks but still dont work...see in the ss it opens all my channels in all networks instead of
the network it should be in

and idk even know what those 2 network things are with no channels =/

Subject: Re: Mirc + NoNameScript
Posted by Rev on Sat, 10 May 2008 18:01:29 GMT
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press alt + O
go to Connect->options->perform. make sure there is nothing in there making you join channels.

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Sat, 10 May 2008 18:03:27 GMT
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Rev wrote on Sat, 10 May 2008 11:01press alt + O
go to Connect->options->perform. make sure there is nothing in there making you join channels.
alreayd did it...its empty

Subject: Re: Mirc + NoNameScript
Posted by Rev on Sat, 10 May 2008 18:23:38 GMT
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post the script with your servers/channels in it? just take out your password and any channels
you dont want us to see?

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Sat, 10 May 2008 18:28:26 GMT
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ok i fixed something i fucked up..its working expect one part....the first network channels arnt
showing up

Subject: Re: Mirc + NoNameScript
Posted by TD on Sat, 10 May 2008 18:47:32 GMT
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Change

Quote:if ($server == irc.ia-net.net) {
To
Quote:if ($network == IA-NET) {

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Sat, 10 May 2008 19:39:47 GMT
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TD wrote on Sat, 10 May 2008 11:47Change
Quote:if ($server == irc.ia-net.net) {
To
Quote:if ($network == IA-NET) {
i think that did it....last thing..i adeed a 4th network to connect 2......but that ones channels wont
come up

Subject: Re: Mirc + NoNameScript
Posted by TD on Sat, 10 May 2008 22:07:40 GMT
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SSnipe wrote on Sat, 10 May 2008 21:39TD wrote on Sat, 10 May 2008 11:47Change
Quote:if ($server == irc.ia-net.net) {
To
Quote:if ($network == IA-NET) {
i think that did it....last thing..i adeed a 4th network to connect 2......but that ones channels wont
come up
Show me a screenshot of the network and your code

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Sun, 11 May 2008 07:53:48 GMT
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Here....see how i have n00bstories set up to join its channel...it wont join the channel it works if i
manually type it but wont do it auto by the script...i am going to add more networks but im thinking
since this 4rth one wont load a 5th one wont ether

edit:tryed it with jelly servers....both n00b and jelly wont load channels..... i guess i can only have
3 networks at once?>

Subject: Re: Mirc + NoNameScript
Posted by TD on Sun, 11 May 2008 19:45:50 GMT

Use ($network == n00bstories)

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Sun, 11 May 2008 20:29:24 GMT

that did it...but now jelly wont work..

let me take a guess
Quote:
on *:start: {
  /server irc.ia-net.net
  /server -m irc.mp-gaming.com
  /server -m irc.elitekamikazeteam.com
  /server -m irc.n00bstories.com
  /server -m irc.jelly-server.com

change

Quote:

  elseif ($server == irc.jelly-server.com) {
   /nickserv identify
   /join #jelly
}
}

to

Quote:

  elseif ($network == jelly) {

   /nickserv identify
   /join #jelly
  }
}

i got QUESTION u told me to change the ia-net and n00bstories to network not server...how did u know to only put part of the name?

heres my whole script

Quote:

```
on *:start: {
  /server irc.ia-net.net
  /server -m irc.mp-gaming.com
  /server -m irc.elitekamikazeteam.com
  /server -m irc.n00bstories.com
  /server -m irc.jelly-server.com
}
on *:connect: {
  if ($network == IA-NET) {
    /nickserv identify
    /join #xphaze
    /join #xphaze2
    /join #xphaze3
    /join #xphaze5
    /join #xphaze6
    /join #xpzm0ds
    /join #xpzmods
  }
  elseif ($server == irc.mp-gaming.com) {
    /nickserv identify
    /join #mp-apb
    /join #mp-gaming
    /join #mp-reborn
  }
  elseif ($server == irc.elitekamikazeteam.com) {
    /nickserv identify
    /join #ektsniper
    /join #EKTCW
    /join #ektrp
    /join #EKT
  }
  elseif ($network == n00bstories) {
    /nickserv identify
    /join #n00bstories
  }
  elseif ($server == irc.jelly-server.com) {
    /nickserv identify
    /join #jelly
    /join#jelly2
    /join #jelly3
```

```
    /join #jelly-ra
    /join #jelly-marathon
    /join#jchat
  }
}
```

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Sun, 11 May 2008 20:51:34 GMT
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nvm it works on another netwrok...i try to join jelly
i get this

13:42... * Connecting to irc.jelly-server.com (6667)
13:42... — 10irc.ren-ladder.com — *** Looking up your hostname...
13:42... — 10irc.ren-ladder.com — *** Found your hostname (cached)
13:42... The nickname 11 SSnipe is already in use
13:42... Press Control+F1 to retry taking the nick SSnipe !

i change my name and look..i dont see anyone else using my nick :S so idk why it wont let me join

---

Subject: Re: Mirc + NoNameScript
Posted by TD on Sun, 11 May 2008 22:36:21 GMT
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The N00bstories and Jelly IRC servers are linked, you might as well just add the jelly channels
under the #n00bstories channel.

Quote:/join #n00bstories
/join #jchat
/join #jelly
/join #jelly2
/join #jelly-ra
/join #jelly-marathon
/join #jelly-mappack

As for the $network == X, X should be the network name displayed in the treebar on your left. For
example, on Jelly's IRC, it should be 'Jelly-Games'.

Subject: Re: Mirc + NoNameScript

Posted by _SSnipe_ on Tue, 13 May 2008 17:18:27 GMT

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TD wrote on Sun, 11 May 2008 15:36The N00bstories and Jelly IRC servers are linked, you might as well just add the jelly channels under the #n00bstories channel.

Quote:/join #n00bstories
/join #jchat
/join #jelly
/join #jelly2
/join #jelly-ra
/join #jelly-marathon
/join #jelly-mappack

As for the $network == X, X should be the network name displayed in the treebar on your left. For example, on Jelly's IRC, it should be 'Jelly-Games'.
ok where i look can u take ss? plz?

Subject: Re: Mirc + NoNameScript
Posted by TD on Tue, 13 May 2008 18:26:38 GMT

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http://i31.tinypic.com/doo3e0.jpg

When using $network instead of $server, the value should be equal to the network names (I used a red circle around the network names on the left).

($network == n00bstories)

As for the n00bstories/jelly confusion, just put the jelly channels under the n00bstories one, as if it's one network. Whenever you connect to n00bstories it will also join the jelly channels.

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Tue, 13 May 2008 18:51:54 GMT

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TD wrote on Tue, 13 May 2008 11:26http://i31.tinypic.com/doo3e0.jpg

When using $network instead of $server, the value should be equal to the network names (I used a red circle around the network names on the left).

($network == n00bstories)

As for the n00bstories/jelly confusion, just put the jelly channels under the n00bstories one, as if it's one network. Whenever you connect to n00bstories it will also join the jelly channels.

ok thanks man everything works
another question comes to mind....think i should change all $server to network?

seems like for every 1 network it allows 3 /s -m <server> then have to put another network below it

---

Subject: Re: Mirc + NoNameScript
Posted by TD on Tue, 13 May 2008 19:02:36 GMT
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I prefer $network over $server, because it works better in most cases, as you've already experienced. The only downside of it is that if the networks change their network name (which I circled in that screenshot) and you're going to have to adjust the code again, but it doesn't happen often, in fact I only experienced it once in such a long time.

For every other new server that you join
Quote:/server -m irc.best-server.com

You need that identify and join code
Quote: elseif ($network == Best-Server) {
/nickserv identify password
/join #bestchannel1
/join #bestchannel2
}

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Fri, 16 May 2008 23:49:09 GMT
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thanks man

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Tue, 20 May 2008 06:48:43 GMT
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REQUEST

does anyone have a script where everytime you name comes up in irc it pms you the logs? or like shows up in a channel i choose? like if someone says my name ina channel and im not around it shows up in another channel and thats all?

Subject: Re: Mirc + NoNameScript
Posted by TD on Tue, 20 May 2008 09:49:27 GMT
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Look for highlight scripts. I made one with someone, but lemme ask him first if I can give it out.

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Tue, 20 May 2008 10:33:50 GMT
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ok

Subject: Re: Mirc + NoNameScript
Posted by Zion on Tue, 20 May 2008 14:23:56 GMT
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on *:text:Zion:#channel:/echo 4$nick has just called your name from $chan

This will listen on the channel "#channel" for the word "Zion" and then echo who said your name and what channel it was on into the current channel in red colour.

Changing "Zion" to your nickname, and "#channel" to the channel you want to listen on.

Place this into the Remote tab of the script editor.

Note: If the " 4" doesn't want to work right, delete it and press CTRL and K on your keyboard, then choose a colour number from the pallette.

Subject: Re: Mirc + NoNameScript
Posted by TD on Tue, 20 May 2008 14:39:29 GMT
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That's a very limited 'highlight' script, but it'll work in some cases.

Subject: Re: Mirc + NoNameScript
Posted by Doitle on Tue, 20 May 2008 18:24:05 GMT
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Zion Fox, I have been trying to get that code snippet you posted to work. I figured it went into remote with all the other IRC script but it wont run from there. When I star mIRC nothing happens.

Any ideas?

Subject: Re: Mirc + NoNameScript
Posted by Zion on Tue, 20 May 2008 19:38:44 GMT
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Bare in mind that the TEXT event will not be triggered by you, it will only be triggered by someone else, in the specified channel.

Also, mIRC already has a Highlight feature, in the 6.14 version and lower anyway...

Subject: Re: Mirc + NoNameScript
Posted by _SSnipe_ on Sun, 15 Mar 2009 00:11:04 GMT
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Sorry to bump this very old topic but im trying to re do this since I lost the file but seems not to work even tho as I read over this post

last servers channels not opening

```
on *:start: {
 /server irc.ia-net.net
 /server -m irc.freenode.net
}

on *:connect: {
 if ($network == IA-NET) {
  /nickserv identify
  /join #xphaze
  /join #xphaze2
  /join #xphaze3
  /join #xphaze5
  /join #xphaze6
  /join #xpzmods
 }
 elseif ($server == irc.freenode.net) {
  /nickserv identify
  /join #androidforums
  /join #android
 }
}
```

Subject: Re: Mirc + NoNameScript
Posted by Doitle on Sun, 15 Mar 2009 00:42:32 GMT
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Don't forget to visit irc.n00bstories.com too. #n00bstories specifically...

Subject: Re: Mirc + NoNameScript
Posted by BlueThen on Sun, 15 Mar 2009 00:45:42 GMT
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/'s in scripts are unnecessary btw. They make codes look very unclean

---

Subject: Re: Mirc + NoNameScript
Posted by Ethenal on Sun, 15 Mar 2009 01:51:57 GMT
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BlueThen wrote on Sat, 14 March 2009 19:45/'s in scripts are unnecessary btw. They make codes look very unclean
I agree... I actually use "." usually, but it also works fine without any specifier at all.