
Subject: mirc_ren.dll read from FDS

Posted by [crysis992](#) on Tue, 30 Nov 2010 07:58:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

I was wondering if the mirc_ren.dll can also read out the console.
Or get playernames working. At the moment it only to work with IDs.

Example:

```
on *:text:!mute*:#:{
  if ($nick == crysis) {
    dll mirc_ren.dll FDS_Send 127.0.0.1 4949 ***** mute $2
    msg $chan UserID $2 has been muted for: $3-
    dll mirc_ren.dll FDS_Send 127.0.0.1 4949 ***** pamsg $2 You have been muted by $nick for:
    $3- :: Do not rejoin to evade the mute.
  }
}
```

- 1) This is working only if i type the ID in the second place. Possible to get it with nicks working?
- 2) Possible to read out the Console(FDS) with mirc_ren.dll without 50000 lines of scripts?

Subject: Re: mirc_ren.dll read from FDS

Posted by [Gen_Blacky](#) on Tue, 30 Nov 2010 08:46:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

why mirc

brenbot

sub mute

```
{
my ( $kernel, $session, $heap, $args ) = @_ [ KERNEL, SESSION, HEAP, ARG0 ];
my %args = %{$args};

if ( $args{arg} =~ m/^\!S+\s(.+)\$/i )
{
my ( $result, %player ) = plugin::getPlayerData ( $1 );
if ( $result == 1 )
{
plugin::RenRemCMD("mute $player{id}");
#modules::add_muted( $player{name}, $player{ip}, $player{serial} );
}
else { brIRC::ircmsg ( "$1 was not found ingame, or is not unique", "A"); }
}
}
```

```
else
{
  brIRC::ircmsg ( "Usage: !mute <player id>", "A");
}
}
```

Subject: Re: mirc_ren.dll read from FDS
Posted by [Sir Kane](#) on Mon, 13 Dec 2010 02:09:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hacker codes!
