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Subject: irc scripts

Posted by [Stallion](#) on Tue, 18 Mar 2014 22:17:15 GMT

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I'm working on some basic irc scripts but I'm having some issues.

\*It doesn't check all the information in:

```
if ($nick == RenDeployed) && (XXXSTALLI isin $3-) && (97.81. isin $7-){
  msg $chan !auth stall
}
```

\* it keeps saying "player is not found or is not unique" for:

```
msg $chan !page $remove($1-,~, sounds list coming soon
```

Does anyone know how to fix this?

Share some scripts I can look at for examples?

Quote:

```
on *:text:~:#{
```

```
  if ($chan == #RenDeployed-Admin) {
    if ($nick == RenDeployed) {
      if (XXXSTALLI isin $1-) && (joined isin $2-) {
        msg $chan !playerinfo
        if ($nick == RenDeployed) && (XXXSTALLI isin $3-) && (97.81. isin $7-){
          msg $chan !auth stall
        }
      }
    }
  }
```

```
  if (XXXSTALLI isin $1) && (killed isin $2) && (themselves. !isin $3) {
    msg $chan !sndp $3 lefty1.wav
  }
```

```
  if (XXXSTALLI isin $1) && (killed isin $2) && (themselves. isin $3) {
    msg $chan !snda m00gsrs_kill0006i1gers_snd.wav
  }
```

```
  if (XXXSTALLI isin $1) && (destroyed isin $2) {
    msg $chan !snda m00vnst_kill0049i1ccsm_snd.wav
  }
```

```
  if (!commands isin $2) {
    msg $chan !msg do !help
  }
}
```

```

if (!help isin $2) {
    msg $chan !msg !teleporters !bm (blackmarket) !rules !sounds (No special commands)
}
if (!teleporters isin $2) {
    msg $chan !msg jump into one of 3 red boxes in front of the "chameleons" and hit e, you will
teleport into the chameleon anywhere it is on the map
    msg $chan !msg teleporters only work if the chameleon is alive and you can't replace them
}
if (!bm isin $2) {
    msg $chan !msg the black market lets you buy the key card for the doors of the enemy base
}
if (!rules isin $2) {
    msg $chan !msg no cheating and no building base defenses in the enemy base
}
if (!sounds isin $2) {

    msg $chan !page $remove($1-,~, sounds list coming soon

}

}
}
}

```

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**Subject:** Re: irc scripts  
**Posted by** [Tiny](#) on Wed, 19 Mar 2014 13:08:00 GMT  
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Explain what your wanting it to do and that could help a lot more.

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**Subject:** Re: irc scripts  
**Posted by** [danpaul88](#) on Wed, 19 Mar 2014 14:54:17 GMT  
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You'd be better off implementing this sort of stuff in your server regulation bot of choice... less lag in response time and the commands will work regardless of whether you're personally in IRC or not.

As an example you could use the custom commands plugin for brenbot if all you want is to do a !msg <texthere> when a player types an arbitrary !command.

Also, check what the OUTPUT of your text manipulation is, if you're getting a player not found error then chances are the output of your IRC script is just plain wrong. Make it PM the command to you instead of/as well as sending it to the bot for instance.

If you're just trying to get rid of the colour formatting use \$strip(\$1) instead. Also, \$remove only takes 2 parameters, you're passing 3... what did you expect would happen?

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Subject: Re: irc scripts  
Posted by [Goldy58](#) on Wed, 19 Mar 2014 15:13:22 GMT  
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One i see wrong is your brackets is out of place. they are not closing the codes you want to execute.

Will edit this post when i see more errors.

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Subject: Re: irc scripts  
Posted by [Stallion](#) on Thu, 20 Mar 2014 03:15:05 GMT  
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Goldy helped me with some stuff but I'm still left with how to have the script read from the player info line to get the player id then use that with an !fds (player id) command.

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Subject: Re: irc scripts  
Posted by [danpaul88](#) on Thu, 20 Mar 2014 09:36:42 GMT  
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You can't parse the response to !pi in the same function call as you make the request, you have to parse it when it enters the onText callback a second time.

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Subject: Re: irc scripts  
Posted by [Tiny](#) on Thu, 20 Mar 2014 11:11:55 GMT  
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You can do that via a %variable or hashtables.

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Subject: Re: irc scripts

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Posted by [shaitan](#) on Thu, 20 Mar 2014 13:53:15 GMT

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For the second bit, this is how we do ours(your's will be different \$chr(##) most likely):

msg #rc-aow-admin !ppage

\$strip(\$remove(\$1,\$chr(43),\$chr(37),\$chr(64),\$chr(38),\$chr(42),\$chr(58),\$chr(126)))) Your vote is counted!

If you're using brenbot just use the built in auth system.

The Hostban.pm/Hostban.xml Blacky made ages ago has the playerjoin lines in it showing nick/ip/host/sometimes serial if you redo it. If you still want to go the route of irc based auth(works great for ip range banning too ).