
Subject: mIRC script

Posted by [dead6re](#) on Wed, 11 Aug 2004 12:48:34 GMT

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Cat998: Even so, what happens if you add a 3 second timer. Which is what i would do cuz otherwise u may not get the msg!

Try

```
on *:TEXT:*joined the game*:#<chan>: {  
    if ($nick == <nick>) {  
        timerjoin $+ $2 1 3 msg $chan !page $2 <message>  
    }  
}
```

```
on *:TEXT:*left the game*:#<chan>: {  
    if ($nick == <nick>) {  
        timerleft $+ $2 1 3msg $chan !page $2 <message>  
    }  
}
```

Replace:

<chan> - Chan - #help

<nick> - Nick - Nick who reports to irc

<message> - Message - What to message the player
