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Subject: Screwed Scripts

Posted by [ingram091](#) on Sun, 12 Sep 2004 09:09:56 GMT

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!donate and !movenod !moveGDI are bot commands for BlazeRegulator. Though depending on how you write it it can use the team2 and donate commands from the scripts dll, it does not mean it comes from them. it is still a Bot related command that must be coded on the server side. Same with snda and sndp. those commands though very neat, in LAN games, can not transmit through WOL games without an addition to the commands.xml file in br.net 1.5

For instance !NODrecruit sends a command that does:

snda 01-i050e.wav to the server via renrem. then the server transmits it to all players. If you tried this from a client machine using F8 it would not transmit to all players, but you will hear it.

This has been used poorly in the past with mods that change the objects file. Of course this is not allowed in renguard games, so it will not work. However writing commands to do the messages you want will. Just add them to commands.xml, no recompile nessesary.

ingram.

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