Subject: Re: Official HL bot thread Posted by jnz on Tue, 29 Aug 2006 19:57:12 GMT View Forum Message <> Reply to Message

ok, i had a thought. i could create a command system where the bot parses the commands eg:

Trigger = !help Arguments = 0 send\_to\_fds = ppage <player\_id> commands are: !help

or

Trigger = !help Arguments = 1 if <Arguement 1> == help then send\_to\_fds = ppage <player\_id> this will display all the commands else send\_to\_fds = ppage <player\_id> command not found!

do you think this could be a good plugin routine?

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums