Well the title could probably be better but what the hell

I have a few questions I would like someone to answer:
1. How do I get the server IP when I'm a client through scripts/shaders?
2. How do I get the nickname I'm connecting with scripts/shaders? (a way that works with WOL and DirectConnect)
3. Can I easily get the server name through scripts or should I just read the "wGameTitle=" entry in "svrcfg_cnc.ini" (or what other file is selected in server.ini)?

I think that is it