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Subject: !rglocate and !rginfo script  
Posted by [snipesimo](#) on Fri, 04 Jun 2004 21:38:28 GMT

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[@snipesimo]: !rginfo

[@[EoE]snipesimo]: RenGuard Status: ONLINE. The RenGuard Network has 582 users and 54 servers. Record: 750 users and 56 servers. RenGuard Stats: 130 players are in RG protected servers, and 847 slots are still open. The current RG server load is 13%

[@snipesimo]: !rglocate g

[@[EoE]snipesimo]: (MightyCabal) is playing on server Renegade Community Server [www.RenGuard.com].

[@snipesimo]: !rglocate simo

[@[EoE]snipesimo]: GFsimon is connected to RenGuard and idle.

[@snipesimo]: !rglocate test

[@[EoE]snipesimo]: test was not found on the RenGuard Network.

[@snipesimo]: !rglocate

-[EoE]snipesimo- you must enter a player to locate! Format: !rglocate

These scripts are entirely socket based, and utilize the recently added web-scripts made by Crimson.

To install, save the file to your mlRC directory and type /load -rs renguard.mrc

Please post any bugs you find here and I will fix them as fast as I am able.

NOTE: This script is fine for personal use, but if you publically release a bot and wish to include my script all I ask is that you give me credit in the readme file.

[http://eoehost.servegame.com/eoe\\_ftp/users/snipesimo/snipesimoprivate/renguard.mrc](http://eoehost.servegame.com/eoe_ftp/users/snipesimo/snipesimoprivate/renguard.mrc)

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Subject: !rglocate and !rginfo script  
Posted by [Renx](#) on Fri, 04 Jun 2004 22:58:41 GMT

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Nice work Simo, it's great

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Subject: !rglocate and !rginfo script  
Posted by [snipesimo](#) on Fri, 11 Jun 2004 00:53:44 GMT

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The script has been updated with a few very rare bug fixes and alias support. Also, I added a

notification echo when new player/server limits are set.

Re-download the file to your mIRC directory and overwrite the old one, then type /load -rs renguard.mrc

The aliases are /rginfo and /rglocate

When you do /rginfo it will just return the normal output you would see in a channel but only you will see it. When you do /rglocate a box will pop-up asking you to enter the name of the player to locate. Then it will show the normal channel return so that only you can see it.

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Subject: !rglocate and !rginfo script

Posted by [snipesimo](#) on Fri, 11 Jun 2004 01:42:03 GMT

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New release, Just made it so that the alias results show up in the active window, and fixed a bug where the script was randomly ouputting things to channels where it wasn't requested.

[http://eoehost.servegame.com/eoe\\_ftp/users/snipesimo/snipesimoprivate/renguard.mrc](http://eoehost.servegame.com/eoe_ftp/users/snipesimo/snipesimoprivate/renguard.mrc)

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Subject: !rglocate and !rginfo script

Posted by [npsmith82](#) on Fri, 11 Jun 2004 04:07:21 GMT

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Good work matey. :thumbsup:

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