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Subject: !rginfo and !rglocate scripts updated  
Posted by [snipesimo](#) on Tue, 06 Jul 2004 21:34:47 GMT  
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The scripts currently are buggy and don't work well. I have decided to improve them, make them work, and add some features.

Changes:

- Fixed random output
- Fixed aliases
- Optimized script
- In-game support
- Team chat support included
- Improved details

Aliases:

- /rginfo
- /rglocate <name>

Commands:

- IRC:
  - !rginfo
  - !rglocate
- In-game:
  - !rg
  - !rg public
  - !rglocate <name>
  - !rglocate <name> public
  - !rginfo
  - !rginfo public

[17:35] [@[EoE]snipesimo]: !rginfo  
[17:35] [@[snipesimo]: [RenGuard Status]: ONLINE. The RenGuard Network has 443 users and 55 servers. [Record]: 486 users and 57 servers. [RenGuard Stats]: 113 players are in RG protected servers, and 981 slots are still open. [Load]: 10%

[17:36] [@[EoE]snipesimo]: !rglocate test  
[17:36] [@[snipesimo]: [RGLocate]: test was not found on the RenGuard Network.

Anyone have any suggestions or feature requests before I release them?

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Subject: !rginfo and !rglocate scripts updated  
Posted by [snipesimo](#) on Wed, 07 Jul 2004 04:02:50 GMT  
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I updated the !rglocate and !rg scripts to correct a short-coming in the RenGuard system.

Instead of:

```
[00:09] [+@EoE]snipesimo]: !rglocate b  
[00:09] [@n00bsvr01]: FireB14de is connected to RenGuard and idle.  
[00:09] [@n00bsvr01]: BLAZS2 is connected to RenGuard and idle.  
[00:09] [@n00bsvr01]: destrbd is connected to RenGuard and idle.  
[00:09] [@n00bsvr01]: bigd442 is connected to RenGuard and idle.  
[00:09] [@n00bsvr01]: bigdog46 is connected to RenGuard and idle.
```

I changed it to:

```
[00:10] [@@EoE]snipesimo]: !rglocate b  
[00:10] [@snipesimo]away]: [RGLocate]: b was not found on the RenGuard Network.
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Subject: !rginfo and !rglocate scripts updated  
Posted by [npsmith82](#) on Wed, 07 Jul 2004 04:24:39 GMT  
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They're much better the new way. Nice work.

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Subject: !rginfo and !rglocate scripts updated  
Posted by [snipesimo](#) on Wed, 07 Jul 2004 04:29:44 GMT  
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Added in-game support for multiple servers.

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Subject: !rginfo and !rglocate scripts updated  
Posted by [snipesimo](#) on Wed, 07 Jul 2004 20:10:00 GMT  
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<http://www.fanmaps.net/brenbot/snipesimo/renguard.mrc>

Released. Post any bugs/comments/suggestions/requests here.

There is no GameSpy support, which means that any !rglocate requests on a name longer than 10 characters will be ignored.

Explanation of Load percentage:

This calculation is based off of the total player slots for RenGuard servers and the total slots used by RenGuard players. That means that if the [Load] is 10%, then that means all of the RG servers are only 10% full, which is the same as 90% empty.

Installation:

Save to your mIRC directory, then type /load -rs renguard.mrc

For in-game support, set %botnames with the IRC user names of the servers you want it to respond to.

Format:

%botnames bot1|bot2|bot3

NOTE: All the names in the %botnames variable MUST be ALL lowercase. Also, do not end the variable with a "|".

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Subject: !rginfo and !rglocate scripts updated  
Posted by [snipesimo](#) on Thu, 08 Jul 2004 03:53:56 GMT  
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Sometime next week, I will add multiple server support.

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Subject: !rginfo and !rglocate scripts updated  
Posted by [Opalkilla](#) on Thu, 16 Sep 2004 13:18:27 GMT  
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links aren't working.

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Subject: !rginfo and !rglocate scripts updated  
Posted by [snipesimo](#) on Thu, 16 Sep 2004 20:27:41 GMT  
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<http://www.fanmaps.net/brenbot/snipesimo/renguard.mrc>

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