Subject: !warn Script
Posted by -FM-script on Tue, 17 Aug 2004 12:54:26 GMT
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Is there a warn system or somthing like this
or is it gonna be made ?


!warn "name"
(!msg "John" this is your 1e Warning)
(!msg "John" this is your 2e Warning next one is (Qkick)
(!msg "John" this is your 3e and last warning next one is BAN)
!qkick john 3e Warning
(!msg John you are now being Banned for breaking rules)
!kb john Has been warned 3 times

when the player will be warned for the 3e time auto kick
if he wil be warned for the 4e time auto kickban


The !warn command may only listen to Ops or halfops and voice not regular users

The name of the warned player must be saved in a file or somthing like that
so if it comes 10 day later it still know he has been warned before

a !delwarn command would be cool
And !warnsearch "name"

---

Subject: !warn Script
Posted by Hav0c on Tue, 17 Aug 2004 13:26:29 GMT
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Theres's already a warn system.

---

Subject: !warn Script
Posted by Nightma12 on Tue, 17 Aug 2004 15:11:07 GMT
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there is already a warn system built into NR

a public beta will be coming out V soon

---

Subject: !warn Script

Posted by -FM-script on Wed, 18 Aug 2004 19:32:16 GMT
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FASTER you little slave

cool i tryed to mirc script it but that was to dificult

---

Subject: !warn Script
Posted by Blazer on Thu, 19 Aug 2004 09:31:54 GMT
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I havn't bother to code one as of yet, because so far most people use a "manual" warn system of "!msg dont do <X> or you will get kicked"

If enough people want it though, I could easily add a warn system so you could just do !warn <reason> and they will be warned up 3 times before being kicked.

---

Subject: !warn Script
Posted by -FM-script on Fri, 20 Aug 2004 17:47:28 GMT
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i hope so becouse i dont know every one who is warned by other mods ore some times we forget
a warn sysem would be super great and eficient(dont know how to spell that)

Greets me

---

Subject: !warn Script
Posted by Deactivated on Fri, 20 Aug 2004 17:54:11 GMT
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script-masteri hope so becouse i dont know every one who is warned by other mods ore some times we forget
a warn sysem would be super great and eficient(dont know how to spell that)

I'll help you out:
I.
Because.
Everyone.
Sometimes.
System.
Efficient.
Don't.

---

Subject: !warn Script
Posted by -FM-script on Fri, 20 Aug 2004 17:55:22 GMT
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lol <-- i can spell that i hope
w@w you where fast

Subject: !warn Script
Posted by egg098 on Fri, 20 Aug 2004 18:47:07 GMT
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BlazerI havn't bother to code one as of yet, because so far most people use a "manual" warn system of "!msg dont do <X> or you will get kicked"

If enough people want it though, I could easily add a warn system so you could just do !warn <reason> and they will be warned up 3 times before being kicked.

Addy Addy!

Subject: !warn Script
Posted by -FM-script on Fri, 20 Aug 2004 19:14:49 GMT
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hmzz Addy looks like adding, dont know for sure
yay
addy addy !!

Subject: !warn Script
Posted by Cat998 on Fri, 20 Aug 2004 19:22:10 GMT
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What's about a warn script in mirc ?

Subject: !warn Script
Posted by Jason8765 on Fri, 20 Aug 2004 21:17:38 GMT
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SeaManscript-masteri hope so becouse i dont know every one who is warned by other mods ore some times we forget
a warn sysem would be super great and eficient(dont know how to spell that)

I'll help you out:

I.
Because.
Everyone.
Sometimes.
System.
Efficient.
Don't.
u missed "Or"

---

Subject: !warn Script
Posted by NeoX on Fri, 20 Aug 2004 21:44:25 GMT
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I dunno a warn script seems pretty hard and complex to code. I could do it in C++ in like 20 mins at the most but whats Blaze Reg made in Perl?

---

Subject: !warn Script
Posted by egg098 on Sat, 21 Aug 2004 13:14:03 GMT
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Brenbot's made in Perl, although an IRC-based one wouldn't be too hard to do - I've got one I made a while back that I never finished

---

Subject: !warn Script
Posted by Javaxcx on Sat, 21 Aug 2004 13:16:18 GMT
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Warnings are for weaklings.

---

Subject: !warn Script
Posted by Phoenix - Aeon on Sat, 21 Aug 2004 15:00:53 GMT
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Quote:u missed "Or"

You missed "You".

---

Subject: !warn Script
Posted by -FM-script on Sun, 22 Aug 2004 08:57:07 GMT
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A !warn system in brenbot would be nice and handy
but iff someone could code a irc script that would be nice also
thats more ajustable, i think

---

Subject: !warn Script
Posted by Cat998 on Sun, 22 Aug 2004 16:50:47 GMT
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I have a keyword-warning script, I will modify it with a !warn command

---

Subject: !warn Script
Posted by -FM-script on Mon, 23 Aug 2004 09:01:45 GMT
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cool il be waiting for it

---

Subject: !warn Script
Posted by Cat998 on Wed, 25 Aug 2004 13:13:33 GMT
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Here is it:

Commands are:

!warn [player] [reason]
!delwarns [player]
!ignore [player]
!delignore [player]
!ignorestat [player]
!lgregulation on|off
!warnings on|off

Added lgregulation module and warnings module to the Brenbot modules list .

Installation:
1.) Put this files into your mirc directory:
    warn.mrc
    members.txt
    keywords.txt

2.) Edit the settings in warn.mrc
3.) Run mirc and join the channel with the serverbot in it.
Be sure you have voice (minimum) .
Type "/load -rs script.ini" into your mirc.

---

Now the script should work.

All commands are available in irc, in F2-chat, in F3-chat and via paging
except the !lgregulation and the !warnings commands (irc only )

1 warning  --> Warning from the host
2 warnings --> qkick
3 warnings --> kick
4 warnings --> kickban

http://www.ues-clan.de/downloads/irc/warn.rar