Subject: Relay?
Posted by ghost on Sun, 05 Feb 2006 17:26:52 GMT
View Forum Message <> Reply to Message

Is there not a relay script for mirc...
One where it copies the text on one channel to another???
kinda like a admin channel.

Subject: Re: Relay?
Posted by dead6re on Mon, 06 Feb 2006 12:53:41 GMT
View Forum Message <> Reply to Message

```
on *:TEXT:#adminchan: {
if ($nick == botnick) {
if (!help isin $1-) {
halt
}
msg #mainchan $1-
}
}

on *:TEXT:#mainchan: {
if ($1 == !pi) {
msg #adminchan !pi
}
}
```

Above is a very basic code for relaying messages to channel. Have a look through it and see if
you can understand it. To make it work but it in an mIRC remote.

#mainchan = Your main channel
#adminchannel = You admin channel
botnick = Name of your brenbot/nr/cs bot

Subject: !setjoin?
Posted by ghost on Tue, 07 Feb 2006 05:47:28 GMT
View Forum Message <> Reply to Message

ok. Well now all i need is a !setjoin !viewjoin commands for my channels...lol does anyone know
where to find???

Subject: Re: Relay?
Posted by TD on Tue, 07 Feb 2006 06:40:30 GMT
View Forum Message <> Reply to Message

You shouldn't use !setjoin and !viewjoin as a command for people at IRC, since it might interfere with BRenBot. You need a mIRC script for this.

Subject: Re: Relay?
Posted by light on Tue, 07 Feb 2006 08:42:24 GMT
View Forum Message <> Reply to Message

Write your own, it's the best way to learn.

You can store them in a text file, or use a hash file.

Subject: Re: Relay?
Posted by ghost on Tue, 07 Feb 2006 21:36:41 GMT
View Forum Message <> Reply to Message

TD wrote on Mon, 06 February 2006 22:40You shouldn't use !setjoin and !viewjoin as a command for people at IRC, since it might interfere with BRenBot. You need a mIRC script for this.

I dont use Brenbot. I use CS
And how am i suppost to learn if i dont know where to start?

ive tired to do it but i cant (i ended up making !rec and !noob)
lol still !setjoin = hard

Subject: Re: Relay?
Posted by zunnie on Wed, 08 Feb 2006 11:23:32 GMT
View Forum Message <> Reply to Message

http://www.multiplayerforums.net/index.php?showtopic=12702

Subject: Re: Relay?
Posted by ghost on Thu, 09 Feb 2006 03:26:18 GMT
View Forum Message <> Reply to Message

Subject: Re: Relay?
Posted by light on Thu, 09 Feb 2006 08:28:59 GMT
View Forum Message <> Reply to Message

I'll start you off.

Here is how to add to a hash file

```
alias /joinadd {
  if ($ isin $2-) {
    /notice $$1 You cannot have the $ symbol in your join message.
    halt
  }
  .hadd -m JoinMsg $$1 $$2-
  /notice $$1 Your join message:  $$2-  has been set.
}
```

Note, the $ symbol isn't allowed because people can use $ip etc. to find out your info.

And here is how it is called:

```
  ; Join Message Commands
  else if ($1 == !setjoin) {
    /joinadd $nick $2-
  }
```

Learn about key-value pairs. One key for one peice of data. The key has to be unique, so a nickname is a good option for a key. The value can be anything, so thats your message.

```
; Displaying when a person joins
on *:JOIN:# {
  if ($hget(JoinMsg, $nick)) {
    /msg %mainchan [ $+ $nick $+ ]: $hget(JoinMsg, $nick)
  }
}
```

Subject: Re: Relay?
Posted by dead6re on Thu, 09 Feb 2006 12:49:01 GMT
View Forum Message <> Reply to Message

To allow the $ you can use $eval(string, 0/1) I think.

Subject: Re: Relay?
Posted by Hex on Fri, 10 Feb 2006 20:13:52 GMT
View Forum Message <> Reply to Message

Useing a ini is much easyer to do

```
on *:join:#:{
  if (!$readini(ini\config.ini,setjoin,$nick)) {  }
  else { .msg %mainchan $readini(ini\config.ini,setjoin,$nick) }
}
on *:TEXT:!setjoin*:#:{
  .writeini ini\config.ini setjoin $nick $2-
  .notice $nick your join message has been saved.
}
on *:TEXT:!viewjoin*:#:{
  if (!$readini(ini\config.ini,setjoin,$nick)) {
  .notice $nick You haven't set a join message yet, Set it now by typing: !setjoin [message] }
  else { .msg %mainchan Your join message is: $readini(ini\config.ini,setjoin,$nick) }
}
on *:TEXT:!deljoin*:#:{
  if (!$readini(ini\config.ini,setjoin,$nick)) {
  .notice $nick You haven't got a join message to delete }
  else { .remini ini\config.ini setjoin $nick | .notice $nick Done }
}
```

Subject: Re: Relay?
Posted by light on Fri, 10 Feb 2006 23:30:00 GMT
View Forum Message <> Reply to Message

A text file is easier I admit, but hash files are faster and more efficient. (You won't notice it, but it makes me feel good)