
Subject: Mod Brenbot for !Killme commands
Posted by [sycar](#) on Tue, 02 May 2006 22:50:44 GMT
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Does anyone know how/if brenbot can be modded to use commands like !killme or !kill player_name for use by mods, if they get stuck or break the rules etc. I was just wondering how you would do this.

And i know other bots already do, was just wondering if brenbot can. Lastly i was also wondering how if you type !website or whatever it would display the servers webby.

Thanks buffymaniack

Subject: Re: Mod Brenbot for !Killme commands
Posted by [AmunRa](#) on Wed, 03 May 2006 00:17:01 GMT
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wait for the next brenbot or use irc scripts, its that simple.

Subject: Re: Mod Brenbot for !Killme commands
Posted by [Whitedragon](#) on Wed, 03 May 2006 00:41:01 GMT
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Its not that simple. You need a server side mod to do this. I doubt the next version of BRenBot will have these commands.

Subject: Re: Mod Brenbot for !Killme commands
Posted by [sycar](#) on Wed, 03 May 2006 08:23:17 GMT
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Thanks for your replies, whitedragon/or anyone else that knows, can you recommend server-side scripts that will do this for me then? or where i can get some?

thanks buffymaniack

Subject: Re: Mod Brenbot for !Killme commands
Posted by [Goztow](#) on Wed, 03 May 2006 08:35:40 GMT
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The next version of brenbot supports plugins. Anyone with perl-knowledge will be able to make them and Packhunter (the person who's rewriting brenbot) will make some standard plugins, like the one for !website.

This version is currently being beta tested by some servers. It still has some problems which prevent public release but they are being worked on. I suspect, but it depends on Packhunter, that the new version will be released during summer.

Subject: Re: Mod Brenbot for !Killme commands
Posted by [PackHunter](#) on Wed, 03 May 2006 09:23:47 GMT
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Whitedragon is right. Only way to kill someone by a command is code it in the scripts.dll (apply_damage is the scripts routine you need to call from the top of my head). With the newest scripts.dll you can handle text said in game too which is basically everything you need to build this.

And although the new BrenBot has a plugin system I am supporting only the standard SSAOW and Scripts versions through BrenBot. If I would want to support this !kill command I would need to have a brenbot specific scripts.dll which I am not going to make.

Subject: Re: Mod Brenbot for !Killme commands
Posted by [dead6re](#) on Wed, 03 May 2006 10:37:37 GMT
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If you support bhs.dll you can use the !team2 command.

Subject: Re: Mod Brenbot for !Killme commands
Posted by [PackHunter](#) on Wed, 03 May 2006 10:39:27 GMT
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teamchange them twice and give them their money back? But where do I get their money from?

Subject: Re: Mod Brenbot for !Killme commands
Posted by [Nightma12](#) on Wed, 03 May 2006 15:34:12 GMT
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NR has had a !kill command for a loooong time now using just bhs.dll

Subject: Re: Mod Brenbot for !Killme commands
Posted by [sycar](#) on Wed, 03 May 2006 23:38:52 GMT
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ok thanks, do you think you could tell me who to implement this on just a brenbot server with the scripts.dll etc. files in place.

Thanks so much
buffymaniack

Subject: Re: Mod Brenbot for !Killme commands
Posted by [AmunRa](#) on Thu, 04 May 2006 22:36:43 GMT
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simply make the player switch teams then switch back instantly, it makes it look as though they have died

Subject: Re: Mod Brenbot for !Killme commands
Posted by [dead6re](#) on Fri, 05 May 2006 22:11:41 GMT
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PackHunter wrote on Wed, 03 May 2006 06:39teamchange them twice and give them their money back? But where do I get their money from?

Console Command: team2 <id> <team>

TEAM2 <player> <team> - Changes a players team without taking cash/score Host only.

0 = Nod

1 = GDI

Subject: Re: Mod Brenbot for !Killme commands
Posted by [ghost](#) on Fri, 05 May 2006 23:53:57 GMT
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```
on *:text:*!kill*:#: {  
if ($nick isop $chan) {  
msg $chan !tc2 $2  
msg $chan !tc2 $2  
msg $chan !msg $2 has been killed  
}  
}
```

That is th most basic kill script possile

Just replace !tc2 if your teamchange command isnt the same

But depending on which bot you use, you can just change teh format.

Mine is lame (i rarly use it and see no point for it)

```
on *:text:*!kill*:#:
if ($nick isop $chan) {
renrem team2 $2 0
renrem team2 $2 1
renrem team2 $2 0
renrem team2 $2 1
renrem msg (DaveBot): $2 has been killed by $nick $+ @IRC.
}
}
```
