
Subject: MM Help

Posted by [Theboom69](#) on Sun, 03 Dec 2006 08:43:32 GMT

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How do i get thos command's that say stuff like in some server's u type ^^ and it say's somthing.

How do i do that?

Subject: Re: MM Help

Posted by [Zion](#) on Sun, 03 Dec 2006 13:38:57 GMT

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Radio commands (the one i make and use) are clientside objects.ddb files. I can send you mine but it's best to look here using the search function first.

Subject: Re: MM Help

Posted by [Theboom69](#) on Sun, 03 Dec 2006 19:39:46 GMT

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I dont want thos i want it for everyone in my server not just one person.

Subject: Re: MM Help

Posted by [Zion](#) on Sun, 03 Dec 2006 20:19:55 GMT

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That's not possible, unless you have text hooks that reply with snda commands (or sndt for each team).

Subject: Re: MM Help

Posted by [Theboom69](#) on Sun, 03 Dec 2006 22:22:05 GMT

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What u mean?

How do i make them.

Subject: Re: MM Help

Posted by [AmunRa](#) on Mon, 04 Dec 2006 03:43:14 GMT

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I believe you are looking for this mIRC script.
download below attachment.

```
[script]
n0=alias NEW1 {
n1= var %msg = $1-
n2= if ($1 == msg) var %msg = $1 $2-
n3= dll fdstalk.dll FDS_Send 127.0.0.1 port password %msg
n4=}
n5=alias setvars {
n6= set %aowmastersfile
n7= set %aowadminfile
n8= set %scriptaowadminroom
n9= set %scriptaowpublicroom
n10= set %scriptaowbotnick
n11=}
n12=alias inlist {
n13= var %i = 1, %j = $numtok($2,32)
n14= while (%i <= %j) {
n15=   if ($gettok($2,%i,32) iswm $strip($1)) return 1
n16=   inc %i
n17= }
n18= return 0
n19=}
n20=
n21=on @*:text:*.#:{
n22= if (DEBUG isin $1) halt
n23= if ((page isin $1) && ($2 == sent)) halt
n24= if ((pamsg isin $1) && ($2 == sent)) halt
n25= if ([Team] isin $1) halt
n26= if ($inlist($chan,%scriptaowpublicroom) == 1) {
n27=   if ($inlist($1, !cp !nextmap !shownext !shownextmap !showmods !seen !tp !rules !n00b
!shown00bs !noob !shownoobs !version !uptime !rginfo !buildings !bl !vehicles !ve !rg
!nonrgplayers !rgplayers !minelimit !gi !pl !rglocate !adminlist) == 1) { msg $chan $+ -admin $1- }
n28=   if ($1 == !msg) {
n29=     if ($chan == %scriptaowpublicroom) {
n30=       if ($nick isop $chan) { NEW1 message ( $+ $nick $+ @IRC): $2- | halt }
n31=       if ($nick ishelp $chan) { NEW1 message ( $+ $nick $+ @IRC): $2- | halt }
n32=       if (($nick !isvoice $chan) && ($nick !isop $chan)) { notice $nick YOU DO NOT HAVE
PERMISSION TO USE THIS COMMAND! ASK AN OP FOR VOICE! | halt }
n33=       if ($2- == $null) { msg $chan Usage: !msg <message> | halt }
n34=       NEW1 msg ( $+ $nick $+ @IRC): $2-
n35=     }
n36=     else halt
n37=   }
n38= }
n39= if ((!help isin $1) && ($chan == %scriptaowpublicroom)) {
n40=   msg $chan 9 Irc Game Commands : !msg !cp !nextmap !shownext !shownextmap
```

```

!showmods !seen !tp !rules !shown00bs !shownoobs !version !uptime !rginfo !buildings !bl
!vehicles !ve !rg !nonrgplayers !rgplayers !minelimit !gi !pl !rglocate !adminlist
n41= }
n42= if ((!help isin $1) && ($chan == %scriptaowadminroom)) {
n43= msg $chan 9 IRC Admin Commands : !fds amsg ; !fds msg ; !fds tpage (teamID) ; !fds
kick ; !fds ban ; !fds team2 (ID) (teamID) ; !fds pamsg (ID) ; !fds page (ID) ; !fds snda (sound
name) ; !fds donate (plyr1ID) (plyr2ID) (amount) ; !addmod <nick> ; !addadmin <nick> ; !gdipage
<message> ; !nodpage <message> ; !gdiwin ; !nodwin
n44= }
n45= if (($2 == !help) && ($nick == %scriptaowbotnick)) {
n46= .timer 1 1 NEW1 msg Commands: !rg ; !cp1 ; !locate ; !next ; !ts ; !irc ; !sounds ; !noobme ;
!n00bme ; !gi ; !nonrgplayers ; !warn ; !lg ; !scrub ; !smack ; !slap ; !chop ; !fart ; !lagfix ; R ; N ; M
n47= }
n48= if ($nick == %scriptaowbotnick) {
n49= if (!BR isin $1) halt
n50= if (!msg isin $1-) halt
n51= if (($2- == m) || ($2- == !mods)) msg $chan !showmods
n52= if (($2- == !vote nextmap) || ($2- == !vote nextmap)) msg $chan !vote map cyclemap
n53= if (($2- == !vote next) || ($2- == !vote next)) msg $chan !vote map cyclemap
n54= if (($2- == !votemap) || ($2- == !votemap)) msg $chan !vote map cyclemap
n55= if (($nick == !pi) || ($2- == !pi)) msg $chan !pi
n56= if (($nick == !pl) || ($2- == !pl)) msg $chan !pl
n57= if ($2- == r) msg $chan !rules
n58= if (($2- == n) || ($2 == !next)) msg $chan !nextmap
n59= if ($2- == !irc) NEW1 msg $strip($remove($1,:)) get your ugly ass on irc.ba4life.com
channel %scriptaowpublicroom
n60= if (wtf isin $2-) NEW1 msg $strip($remove($1,:)) got ownt!
n61= if ($2 == hi) {
n62= .timer 1 1 NEW1 msg Hello $strip($remove($1,:)) welcome to the BA Clan Marathon
server!
n63= .timer 1 2 NEW1 snda m00ccsf_sfrx0001i1ccsf_snd.wav
n64= }
n65= }
n66= if (($5-6 == Vehicle crate) && (Nod APC isin $6-) && ($nick == %scriptaowbotnick)) {
n67= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod APC.
n68= }
n69= if (($5-6 == Vehicle crate) && (Nod Buggy isin $6-) && ($nick == %scriptaowbotnick)) {
n70= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod Buggy.
n71= }
n72= if (($5-6 == Vehicle crate) && (GDI Humvee isin $6-) && ($nick == %scriptaowbotnick)) {
n73= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI Hummer.
n74= }
n75= if (($5-6 == Vehicle crate) && (Stealth Tank isin $6-) && ($nick == %scriptaowbotnick)) {
n76= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod Stealth Tank, lucky bastard.
n77= }
n78= if (($5-6 == Vehicle crate) && (Medium Tank isin $6-) && ($nick == %scriptaowbotnick)) {
n79= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI Medium Tank, lucker.
n80= }

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n81= if (($5-6 == Vehicle crate) && (Flame Tank isin $6-) && ($nick == %scriptaowbotnick)) {
n82=   .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod Flame Tank, lucky bastard.
n83= }
n84= if (($5-6 == Vehicle crate) && (Mammoth Tank isin $6-) && ($nick == %scriptaowbotnick)) {
n85=   .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI Mammy, liek omg lucky ass!
n86= }
n87= if (($5-6 == Vehicle crate) && (Light Tank isin $6-) && ($nick == %scriptaowbotnick)) {
n88=   .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI Medium Tank, lucker.
n89= }
n90= if (($5-6 == Vehicle crate) && (GDI MRLS isin $6-) && ($nick == %scriptaowbotnick)) {
n91=   .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI MRLS.
n92= }
n93= if (($5-6 == Vehicle crate) && (GDI APC isin $6-) && ($nick == %scriptaowbotnick)) {
n94=   .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free GDI APC.
n95= }
n96= if (($5-6 == Vehicle crate) && (Recon Bike isin $6-) && ($nick == %scriptaowbotnick)) {
n97=   .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod Recon Bike.
n98= }
n99= if (($5-6 == Vehicle crate) && (Mobile Artillery isin $6-) && ($nick == %scriptaowbotnick)) {
n100=  .timer 1 1 NEW1 msg $strip($remove($2,:)) got a free Nod Mobile Artillery.
n101= }
n102= if ((lag isin $2) && ($nick == %scriptaowbotnick)) {
n103=  .timer 1 1 msg $chan !pamsg $strip($remove($1,:)) type !lagfix to fix your laggy
experience
n104= }
n105= if (!(fids isin $1) && ($chan == %scriptaowadminroom)) {
n106=   NEW1 $2-
n107=   /notice $nick Raw Command Sent To The FDS.
n108= }
n109= if (!(fids isin $2) && ($chan == %scriptaowadminroom) && ($nick == %scriptaowbotnick)) {
n110=   set %maraadminnick $strip($remove($1,:))
n111=   if ($3- == $null) { NEW1 msg usage: fids <command> }
n112=   if ($read(%aowmastersfile, w, %maraadminnick) == %maraadminnick) { NEW1 $3- | msg
$chan !ppage $strip($remove($1,:)) raw command sent to the FDS | halt }
n113=   msg $chan !ppage %adminnick You don't have permission to use that command!
n114=   unset %maraadminnick
n115= }
n116= if (!(cp1 isin $2) && ($nick == %scriptaowbotnick)) {
n117=   msg $chan !cp
n118= }
n119= if (!(gi isin $2) && ($nick == %scriptaowbotnick)) {
n120=   set %ginewmaps 1
n121=   msg $chan !gi
n122= }
n123= if ((Gameinfo: isin $1) && (%ginewmaps == 1) && ($nick == %scriptaowbotnick)) {
n124=   NEW1 msg $strip($remove($1-,:))
n125=   set %ginewmaps 0
n126= }

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n127= if (!(nonrgplayers isin $2) && ($nick == %scriptaowbotnick)) {
n128=   set %rgnewmaps 1
n129=   timer 1 5 set %rgnewmaps 0
n130= }
n131= if ((GDI isin $1) && (%rgnewmaps == 1) && ($nick == %scriptaowbotnick)) {
n132=   NEW1 msg Non RG players on $strip($remove($1-,))
n133= }
n134= if ((NOD isin $1) && (%rgnewmaps == 1) && ($nick == %scriptaowbotnick)) {
n135=   NEW1 msg Non RG players on $strip($remove($1-,))
n136= }
n137= if ($1 == !nodpage) {
n138=   if ($2- == $null) { msg $chan usage: !nodpage <text> | halt }
n139=   NEW1 tpage 0 NOD Team Announcement by ( $+ $nick $+ @IRC): $2-
n140=   msg $chan 9team page sent to NOD --> NOD Team Announcement by ( $+ $nick $+
@IRC): $2-
n141= }
n142= if ($1 == !gdipage) {
n143=   if ($2- == $null) { msg $chan usage: !gdipage <text> | halt }
n144=   NEW1 tpage 1 GDI Team Announcement by ( $+ $nick $+ @IRC): $2-
n145=   msg $chan 9team page sent to GDI --> GDI Team Announcement by ( $+ $nick $+
@IRC): $2-
n146= }
n147= if (($2 == !gdipage) && ($nick == %scriptaowbotnick)) {
n148=   set %maraadminnick $strip($remove($1,,:))
n149=   if ($3- == $null) { msg $chan !ppage %adminnick usage: !gdipage <text> | halt }
n150=   if ($read(%aowadminsfile, w, %adminnick) == %adminnick) { NEW1 tpage 1 $3- | halt }
n151=   if ($read(%aowmastersfile, w, %adminnick) == %adminnick) { NEW1 tpage 1 $3- | halt }
n152=   msg $chan !ppage %adminnick you don't have permission to use that command
n153=   unset %maraadminnick
n154= }
n155= if (($2 == !nodpage) && ($nick == %scriptaowbotnick)) {
n156=   set %maraadminnick $strip($remove($1,,:))
n157=   if ($3- == $null) { msg $chan !ppage %adminnick usage: !nodpage <text> | halt }
n158=   if ($read(%aowadminsfile, w, %maraadminnick) == %maraadminnick) { NEW1 tpage 0
$3- | halt }
n159=   if ($read(%aowmastersfile, w, %maraadminnick) == %maraadminnick) { NEW1 tpage 0
$3- | halt }
n160=   msg $chan !ppage %adminnick you don't have permission to use that command
n161=   unset %maraadminnick
n162= }
n163= if (($2 == !addmod) && ($nick == %scriptaowbotnick)) {
n164=   set %maraadminnick $strip($remove($1,,:))
n165=   set %maraadminaddnick $3-
n166=   if ($3- == $null) { msg $chan !ppage %adminnick usage: !addmod <nick> | halt }
n167=   if ($read(%aowmastersfile, w, %maraadminnick) == %maraadminnick) {
n168=     if ($read(%aowadminsfile, w, %maraadminaddnick) == %maraadminaddnick) { msg
$chan !ppage %maraadminnick That moderator already exists | halt }
n169=     write %aowadminsfile $3-

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n170=    NEW1 msg $3- added to the moderators
n171=    msg $chan !ppage %maraadminnick $3- added to moderator list
n172=    msg $chan !rehash
n173=    halt
n174=    }
n175=    msg $chan !ppage %adminnick you don't have permission to use that command
n176=    unset %maraadminnick
n177=    unset %maraadminaddnick
n178=    }
n179=    if (($2 == !addadmin) && ($nick == %scriptaowbotnick)) {
n180=      set %maraadminnick $strip($remove($1,:))
n181=      set %maraadminaddnick $3-
n182=      if ($3- == $null) { msg $chan !ppage %adminnick usage: !addadmin <nick> | halt }
n183=      if ($read(%aowmastersfile, w, %adminnick) == %adminnick) {
n184=        if ($read(%aowmastersfile, w, %maraadminaddnick) == %maraadminaddnick) { msg
$msgchan !ppage %maraadminnick That administrator already exists | halt }
n185=        write %aowmastersfile $3-
n186=        NEW1 msg $3- added to the administrators
n187=        msg $chan !ppage %maraadminnick $3- added to adminstrator list
n188=        msg $chan !rehash
n189=        halt
n190=      }
n191=      msg $chan !ppage %adminnick you don't have permission to use that command
n192=      unset %maraadminnick
n193=      unset %maraadminaddnick
n194=    }
n195=    if (($1 == !addmod) && ($nick isop $chan) && ($chan == %scriptaowadminroom)) {
n196=      set %maraaddmod $strip($remove($2-,:))
n197=      if ($2- == $null) { msg $chan usage: !addmod <nick> | halt }
n198=      if ($read(%aowadminsfile, w, $2-) == $2-) { msg $chan that Moderator already exists |
halt }
n199=      write %aowadminsfile $2-
n200=      msg $chan $+ $2- $+ added to Moderator list
n201=      .timer 1 5 msg $chan !rehash
n202=    }
n203=    if (($1 == !addadmin) && ($nick isop $chan) && ($chan == %scriptaowadminroom)) {
n204=      if ($2- == $null) { msg $chan usage: !addadmin <nick> | halt }
n205=      if ($read(%aowmastersfile, w, $2-) == $2-) { msg $chan that administrator already exists |
halt }
n206=      write %aowmastersfile $2-
n207=      msg $chan $+ $2- $+ added to Administrator list
n208=      .timer 1 5 msg $chan !rehash
n209=    }
n210=    if (($2 == !gdiwin) && ($nick == %scriptaowbotnick)) {
n211=      set %maraadminnick $strip($remove($1,:))
n212=      if ($read(%aowadminsfile, w, %maraadminnick) == %maraadminnick) { NEW1 win 1 |
msg $chan 9Terminating game on demand by killing all of Nod's buildings... | msg
%scriptaowpublicroom 9Terminating game on demand by killing all of Nod's buildings... | halt }

```

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n213= if ($read(%aowmastersfile, w, %maraadminnick) == %maraadminnick) { NEW1 win 1 |
msg $chan 9Terminating game on demand by killing all of Nod's buildings... | msg
%scriptaowpublicroom 9Terminating game on demand by killing all of Nod's buildings... | halt }
n214= msg $chan !ppage %adminnick you don't have permission to use that command
n215= unset %maraadminnick
n216= }
n217= if (($2 == !nodwin) && ($nick == %scriptaowbotnick)) {
n218= set %maraadminnick $strip($remove($1,:))
n219= if ($read(%aowadminsfile, w, %maraadminnick) == %maraadminnick) { NEW1 win 0 |
msg $chan 9Terminating game on demand by killing all of GDI's buildings... | msg
%scriptaowpublicroom 9Terminating game on demand by killing all of GDI's buildings... | halt }
n220= if ($read(%aowmastersfile, w, %maraadminnick) == %maraadminnick) { NEW1 win 0 |
msg $chan 9Terminating game on demand by killing all of GDI's buildings... | msg
%scriptaowpublicroom 9Terminating game on demand by killing all of GDI's buildings... | halt }
n221= msg $chan !ppage %adminnick you don't have permission to use that command
n222= unset %maraadminnick
n223= }
n224= if (($2 == !setnextmap) && ($nick == %scriptaowbotnick)) {
n225= set %adminnick $strip($remove($1,:))
n226= if ($3- == $null) { msg $chan usage: !setnextmap <map> | halt }
n227= if ($read(%aowadminsfile, w, %adminnick) == %adminnick) { msg $chan !setnextmap $3-
| halt }
n228= if ($read(%aowmastersfile, w, %adminnick) == %adminnick) { msg $chan !setnextmap
$3- | halt }
n229= msg $chan !ppage %adminnick you don't have permission to use that command
n230= unset %adminnick
n231= }
n232=
n233= if (($1 == !gdiwin) && ($nick isop $chan) && ($chan == %scriptaowadminroom)) {
n234= NEW1 win 1
n235= msg $chan 9Terminating game on demand by killing all of Nod's buildings...
n236= msg %scriptaowpublicroom 9Terminating game on demand by killing all of Nod's
buildings...
n237= }
n238= if (($1 == !nodwin) && ($nick isop $chan) && ($chan == %scriptaowadminroom)) {
n239= NEW1 win 0
n240= msg $chan 9Terminating game on demand by killing all of GDI's buildings...
n241= msg %scriptaowpublicroom 9Terminating game on demand by killing all of GDI's
buildings...
n242= }
n243= if ((There are isin $1-2) && ($nick == %scriptaowbotnick)) {
n244= .timer 1 1 NEW1 msg There are $strip($remove($3,:)) Core Patch users and
$strip($remove($8,:)) no-CP users online.
n245= }
n246= if ((Core Patch isin $1-2) && ($nick == %scriptaowbotnick)) {
n247= .timer 1 1 NEW1 msg Core Patch Users: $strip($remove($4-,:))
n248= }
n249= if ((Non-CP isin $1) && ($nick == %scriptaowbotnick)) {

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n250= .timer 1 1 NEW1 msg Non-CP Users: $strip($remove($3-,:))
n251= }
n252= if (!!locate isin $2) && ($nick == %scriptaowbotnick) {
n253= msg $chan !rglocate $3-
n254= }
n255= if ((is playing on isin $2-4) && ($nick == %scriptaowbotnick)) {
n256= NEW1 msg $strip($remove($1-,:))
n257= }
n258= if ((is connected to isin $2-4) && ($nick == %scriptaowbotnick)) {
n259= NEW1 msg $strip($remove($1-,:)) is linked $strip($remove($4-,:))
n260= }
n261= if ((was not found isin $2-4) && ($nick == %scriptaowbotnick)) {
n262= NEW1 msg $strip($remove($1-,:))
n263= }
n264= if ((Setting next map isin $3-5) && ($chan == %scriptaowadminroom) && ($nick ==
%scriptaowbotnick)) {
n265= NEW1 snda bonus_update.wav
n266= }
n267= if ((Vote initiated by isin $3-5) && ($chan == %scriptaowadminroom) && ($nick ==
%scriptaowbotnick)) {
n268= NEW1 snda bonus_update.wav
n269= }
n270= if ((The vote passed. isin $3-5) && ($chan == %scriptaowadminroom) && ($nick ==
%scriptaowbotnick)) {
n271= NEW1 snda bonus_complete.wav
n272= }
n273= if ((The vote did not pass. isin $3-7) && ($chan == %scriptaowadminroom) && ($nick ==
%scriptaowbotnick)) {
n274= NEW1 snda bonus_fail.wav
n275= }
n276= if ((Stopping vote in progress. isin $3-6) && ($chan == %scriptaowadminroom) && ($nick
== %scriptaowbotnick)) {
n277= NEW1 snda bonus_fail.wav
n278= }
n279= if ((server owner/administrator. isin $5-6) && ($chan == %scriptaowadminroom) && ($nick
== %scriptaowbotnick)) {
n280= NEW1 snda m00evag_dsgn0045i1evag_snd.wav
n281= NEW1 msg Server Admin status granted to $strip($remove($2-,:))
n282= }
n283= if ((game moderator isin $5-6) && ($chan == %scriptaowadminroom) && ($nick ==
%scriptaowbotnick)) {
n284= NEW1 snda m00evag_dsgn0045i1evag_snd.wav
n285= NEW1 msg Full Moderator status granted to $strip($remove($2-,:))
n286= }
n287= if ((has been made a TEMPORARY isin $3-7) && ($chan == %scriptaowadminroom) &&
($nick == %scriptaowbotnick)) {
n288= NEW1 snda m00evag_dsgn0045i1evag_snd.wav
n289= NEW1 msg Temporary Moderator status granted to $strip($remove($2-,:))

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n290= }
n291= if ((is no longer a TEMPORARY isin $3-7) && ($chan == %scriptaowadminroom) &&
($nick == %scriptaowbotnick)) {
n292= NEW1 snda m00evag_dsgn0039i1evag_snd.wav
n293= NEW1 msg Temporary Moderator status revoked from $strip($remove($2,:))
n294= }
n295= if ((([Crate isin $1] && ($5 == God) && ($nick == %scriptaowbotnick)) {
n296= .timer 1 1 NEW1 msg $strip($remove($2,:)) got the GOD Crate!
n297= .timer 1 1 NEW1 snda primary_complete.wav
n298= }
n299= if ((([Crate isin $1] && ($5-6 == Death crate) && (%tibnewmaps == 0) && ($nick ==
%scriptaowbotnick)) {
n300= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a death crate!
n301= }
n302= if ((([Crate isin $1] && ($5 == Stealth) && ($nick == %scriptaowbotnick)) {
n303= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a Stealth crate!
n304= .timer 1 1 NEW1 snda c&c cloaking.wav
n305= }
n306= if ((([Crate isin $1] && ($5 == Spy) && ($nick == %scriptaowbotnick)) {
n307= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a Spy crate!
n308= }
n309= if ((([Crate isin $1] && ($5 == Beacon) && ($nick == %scriptaowbotnick)) {
n310= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a Beacon crate!
n311= }
n312= if ((([Crate isin $1] && ($5-6 == Tiberium Death) && ($nick == %scriptaowbotnick)) {
n313= set %tibnewmaps 1
n314= .timer 1 1 NEW1 msg $strip($remove($2,:)) got a Tiberium death crate!
n315= .timer 1 5 set %tibnewmaps 0
n316= }
n317= if ((last isin $3) && ($8 == Tiberium) && (%tibnewmaps == 0) && ($nick ==
%scriptaowbotnick)) {
n318= .timer 1 1 NEW1 msg $strip($remove($1,:)) took a fatal walk in tiberium, what an idiot!
n319= }
n320= if ((Connection broken to client. isin $1-4) && ($chan == %scriptaowadminroom)) {
n321= set %leftnewmaps 1
n322= .timer 1 20 set %leftnewmaps 0
n323= }
n324= if ((player isin $1) && (left the game isin $3-5) && (%leftnewmaps == 1) && ($chan ==
%scriptaowadminroom)) {
n325= NEW1 msg lost link to $strip($remove($2,:))
n326= NEW1 snda server_message.wav
n327= set %leftnewmaps 0
n328= }
n329= if ((vaporized isin $3) && ($6 == Advanced) && ($nick == %scriptaowbotnick)) {
n330= .timer 1 1 NEW1 msg $strip($remove($1,:)) got owned by the GDI Advanced Guard
Tower!
n331= .timer 1 1 NEW1 snda noddead1.wav
n332= }

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```

n333= if ((vaporized isin $3) && ($6 == Obelisk.) && ($nick == %scriptaowbotnick)) {
n334= .timer 1 1 NEW1 msg $strip($remove($1,:)) got owned by the NOD Obelisk!
n335= .timer 1 1 NEW1 snda gdead1.wav
n336= }
n337= if ((vaporized isin $3) && (turret isin $5-7) && ($nick == %scriptaowbotnick)) {
n338= .timer 1 1 NEW1 msg $strip($remove($1,:)) got served by a NOD Turret!
n339= .timer 1 1 NEW1 snda gdead1.wav
n340= }
n341= if ((vaporized isin $3) && (tower isin $5-7) && ($nick == %scriptaowbotnick)) {
n342= .timer 1 1 NEW1 msg $strip($remove($1,:)) got served by a GDI Guard Tower!
n343= .timer 1 1 NEW1 snda noddead1.wav
n344= }
n345= if ((Player [BA]CrAsh1 joined the game isin $1-5) && ($nick == %scriptaowbotnick)) {
n346= .timer 1 1 msg $chan !atm crash1
n347= }
n348= if ((lag isin $3) && ($nick == %scriptaowbotnick)) {
n349= .timer 1 1 msg $chan !postmsg 2
n350= }
n351= if (!(start slipknot isin $1-2) && ($nick == AmunRa)) {
n352= .timer 1 1 NEW1 msg MP3 player has started: the first song is theHereticAnthem.mp3
n353= .timer 2 1 NEW1 snda thehereticanthem.mp3
n354= .timer 3 5 NEW1 msg next mp3 in 4 minutes 16 seconds
n355= .timer 4 260 NEW1 msg the next song is: Disasterpiece.mp3
n356= .timer 5 265 NEW1 snda Disasterpiece.mp3
n357= .timer 6 270 NEW1 msg next mp3 in 5 minutes 10 seconds
n358= .timer 7 850 NEW1 msg the next song is: EyeleSs.mp3
n359= .timer 8 855 NEW1 snda EyeleSs.mp3
n360= .timer 9 1068 NEW1 msg Song rotation has ended
n361= }
n362= if ((laaa isin $3) && ($nick == %scriptaowbotnick)) {
n363= .timer 1 1 msg $chan !pamsg $strip($remove($1,:)) type !lagfix to fix your laggy
experience
n364= }
n365= if ((laaa isin $2) && ($nick == %scriptaowbotnick)) {
n366= .timer 1 1 msg $chan !pamsg $strip($remove($1,:)) type !lagfix to fix your laggy
experience
n367= }
n368= if ($nick == %scriptaowbotnick) {
n369= if (ld isin $1) halt
n370= if ([page isin $1) halt
n371= if ((Name isin $1) && ($3 == Status)) halt
n372= if ((teams isin $1) && ($5 == command)) halt
n373= if ((Player isin $1) && (Commands: isin $2)) halt
n374= if ((recommend isin $1) && ($5 == System)) halt
n375= if ((seen isin $1) && ($6 == Server)) halt
n376= if ((Use isin $1) && (!help isin $2)) halt
n377= if ((autorecs isin $1) && ($5 == based)) halt
n378= if ((gamelog isin $1) && ($2 == Support)) halt

```

```

n379= if ((gameresults isin $1) && ($5 == after)) halt
n380= if ((htmloutput isin $1) && ($3 == HTML)) halt
n381= if ((teammessages isin $1) && ($3 == Team)) halt
n382= if ((usermessages isin $1) && ($2 == Enables)) halt
n383= if ((donate isin $1) && ($2 == Donate)) halt
n384= if ((renguard isin $1) && ($2 == RenGuard)) halt
n385= if ((vehicle isin $1) && ($3 == vehicle)) halt
n386= if ((pingresponse isin $1) && ($3 == reports)) halt
n387= if ((bhs isin $1) && ($4 == Blackhand)) halt
n388= if (000. isin $1-) halt
n389= if (001. isin $1-) halt
n390= if (002. isin $1-) halt
n391= if (003. isin $1-) halt
n392= msg %scriptaowpublicroom $1-
n393= if (track isin $1-) halt
n394= if (host isin $1) halt
n395= if (($2 == !lag) || ($2 == !lagfix)) msg %scriptaowadminroom !qkick $strip($remove($1,:))
lag fixed :)
n396= if (($2 == !fag) || ($2 == !fagfix)) msg %scriptaowadminroom !qkick $strip($remove($1,:))
Naziism
n397= if (($2 == !noobme) || ($2 == !n00bme)) NEW1 msg $strip($remove($1,:)) says: I'm a big
fucking n00b!
n398= if (($2 == !noobme) || ($2 == !n00bme)) msg %scriptaowadminroom !pamsg
$strip($remove($1,:)) you are a big fucking n00b!
n399= if ($2 == !ts) NEW1 msg $strip($remove($1,:)) $+ , our teamspeak address is
"ba4life.com" or "67.18.150.162"
n400= if ($2 == !kickme) msg %scriptaowadminroom !qkick $strip($remove($1,:)) ok :)
n401= if (($2- == nigga) || ($2- == mean mean black person)) msg %scriptaowadminroom !qkick
$strip($remove($1,:)) Racism/Naziism/Sexism
n402= if ($2 == !site) NEW1 msg Visit our website @ www.ba4life.com
n403= if ($8 == Harvester.) NEW1 msg $strip($remove($1,:)) got owned by the dumbest vehicle
ingame: The Harvester...
n404= if ($3 == himself.) NEW1 msg $strip($remove($1,:)) killed his own dumb self... N00b...
n405= if ($2 == !wee) msg %scriptaowadminroom !qkick $strip($remove($1,:)) don't type
!rotation
n406= if (kick isin $4-8) set %kicknewmaps 1
n407= if (($2-3 == was kicked) && (%kicknewmaps = 1)) {
n408=   NEW1 snda m00_wins0001evag_snd.wav
n409=   NEW1 msg $strip($remove($1,:)) got kicked
n410=   set %kicknewmaps 0
n411= }
n412= if ($2 == !scrub) {
n413=   if ($3- == $null) { NEW1 msg [BR] Usage: !scrub <name> | halt }
n414=   .timer 1 1 NEW1 msg $strip($remove($1,:)) whips out his toilet scrubber..."someone
needs to wash thier mouth!"
n415=   .timer 1 2 NEW1 msg $strip($remove($1,:)) scrubs $3- $+ 's mouth like a mad maid
from hell!
n416= }

```

```

n417= if ($2 == !warn) {
n418=   if ($3- == $null) { NEW1 msg [BR] Usage: !warn <name> | halt }
n419=   .timer 1 1 NEW1 msg $strip($remove($1,:)) says to $3- $+ , behave... or I'll get medieval
with your buttocks.
n420= }
n421= if ($2 == !lg) {
n422=   if ($3- == $null) { NEW1 msg [BR] Usage: !lg <name> | halt }
n423=   .timer 1 1 NEW1 msg $strip($remove($1,:)) Calls to the god of lightning and asks him
for help. Later that day $3 is walking home from the sexual toys store when a lightning bolt comes
and knocks down a tree that kills $3
n424= }
n425= if ($2 == !aol) {
n426=   if ($3- == $null) { NEW1 msg [BR] Usage: !aol <name> | halt }
n427=   .timer 1 1 NEW1 msg $strip($remove($1,:)) breaks into $3- $+ 's house and screws up
their PC so they can only get on AOL (America Online) Right where you belong you lamer!!!
n428= }
n429= if ($2 == !slap) {
n430=   if ($3- == $null) { NEW1 msg [BR] Usage: !slap <name> | halt }
n431=   NEW1 msg $strip($remove($1,:)) slaps $strip($remove($3-,:)) around a bit with a large
trout
n432= }
n433= If ($2 == !chop) {
n434=   if ($3- == $null) { NEW1 msg [BR] Usage: !chop <name> | halt }
n435=   NEW1 msg $strip($remove($1,:)) attempts to chop off $3- $+ 's dick, unfortunately,
he/she misses and circumsizes himself instead o.o
n436=   msg $chan !ppage $strip($remove($1,:)) be sure to pick up your foreskin, your creeping
out the ladies :P
n437= }
n438= if ($2 == !fart) {
n439=   if ($3- == $null) { NEW1 msg [BR] Usage: !fart <name> | halt }
n440=   NEW1 snd m00gcbb_hftd0001i1gcbb_snd.wav
n441=   NEW1 msg $strip($remove($1,:)) farts all over $strip($remove($3-,:)) OMG HE/SHE
HAS DIARRHEA!
n442=   msg $chan !ppage $strip($remove($1,:)) Ewww its all runny! *faints* o_o
n443= }
n444= if ($2 == !smack) {
n445=   if ($3- == $null) { NEW1 msg [BR] Usage: !smack <name> | halt }
n446=   NEW1 msg $strip($remove($1,:)) smacks $strip($remove($3-,:)) with his big ol' dick!
n447= }
n448= if ($2 == !sounds) {
n449=   .timer 1 1 NEW1 msg To hear these sounds you need RenGuard and the Core Patch 1:
www.RenGuard.com
n450=   .timer 1 2 NEW1 msg Sounds: chicky ; skill ; tt ; hehe ; tuff ; yes_sir ; yeah ; fall ; got_it ;
grunt ; good ; dead ; oops ; creature ; lol ; roar ; target ; incinerate ; fire ; smell ; ^^ ; toast ; pain ;
present ; burn ; stupid
n451= }
n452= if (($2 == destroyed) && ($3 == Airstrip)) {
n453=   .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Brotherhood of Nod's

```

Airstrip!

```
n454= .timer 1 2 NEW1 snda m00bnaf_kill0053i1gbmg_snd.wav
n455= .timer 1 3 NEW1 snda nstruc1.wav
n456= }
n457= if (($2 == destroyed) && ($3 == Obelisk)) {
n458= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Brotherhood of Nod's
Obelisk!
n459= .timer 1 2 NEW1 snda m00bnoI_kill0003i1gbmg_snd.wav
n460= .timer 1 3 NEW1 snda nstruc1.wav
n461= }
n462= if (($3 == Hand) && ($5 == Nod)) {
n463= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Brotherhood of Nod's
Hand of Nod!
n464= .timer 1 2 NEW1 snda m00bnhn_kill0003i1gbmg_snd.wav
n465= .timer 1 3 NEW1 snda nstruc1.wav
n466= }
n467= if ($2-3 == destroyed Refinery) {
n468= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Refinery!
n469= .timer 1 2 NEW1 snda m00bntr_kill0053i1gbmg_snd.wav
n470= .timer 1 3 NEW1 snda estrucx.wav
n471= }
n472= if ($3-4 == GDI Powerplant) {
n473= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Global Defense
Initiative's Power Plant!
n474= .timer 1 2 NEW1 snda m00bnpp_kill0003i1gbmg_snd.wav
n475= .timer 1 3 NEW1 snda estrucx.wav
n476= }
n477= if ($3-4 == Nod Powerplant) {
n478= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Brotherhood of Nod's
Power Plant!
n479= .timer 1 2 NEW1 snda m00bnpp_kill0054i1gbmg_snd.wav
n480= .timer 1 3 NEW1 snda nstruc1.wav
n481= }
n482= if ($3-4 == War Factory) {
n483= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Global Defense
Initiative's Weapons Factory!
n484= .timer 1 2 NEW1 snda m00bgwf_kill0030i1nbft_snd.wav
n485= .timer 1 3 NEW1 snda estrucx.wav
n486= }
n487= if ($2-3 == destroyed Barracks) {
n488= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Global Defense
Initiative's Infantry Barracks!
n489= .timer 1 2 NEW1 snda estrucx.wav
n490= }
n491= if ($2-3 == destroyed agt) {
n492= .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Global Defense
Initiative's Advanced Guard Tower!
n493= .timer 1 2 NEW1 snda estrucx.wav
```

```

n494= }
n495= if (($2 == destroyed) && ($3 == $null) && ( 4 isin $strip($1-3))) {
n496=   .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Global Defense
Initiative's Tiberium Silo or Repair Facility!
n497=   .timer 1 2 NEW1 snda estrucx.wav
n498= }
n499= if (($2 == destroyed) && ($3 == $null) && ( 8 isin $strip($1-3))) {
n500=   .timer 1 1 NEW1 msg [BA] $strip($remove($1,:)) finished off the Brotherhood of Nod's
Tiberium Silo or Repair Facility!
n501=   .timer 1 2 NEW1 snda estrucx.wav
n502= }
n503= if ($2 == chicky) NEW1 snda m00achk_kill0001i1gbmg_snd.wav
n504= if ($2 == skill) NEW1 snda mxxdsgn_dsgn014i1gbmg_snd.wav
n505= if ($2 == hehe) NEW1 snda mtudsgn_dsgn0377a1gbmg_snd.wav
n506= if ($2 == tt) NEW1 snda m00mstm_kill0013i1gbrs_snd.wav
n507= if ($2 == tuff) NEW1 snda tuffguy1.wav
n508= if ($2 == yes_sir) NEW1 snda yes1.wav
n509= if ($2 == yeah) NEW1 snda yeah1.wav
n510= if ($2 == fall) NEW1 snda mx0_falling2_60.wav
n511= if ($2 == got_it) NEW1 snda gotit1.wav
n512= if ($2 == grunt) NEW1 snda grunt_grunt.wav
n513= if ($2 == good) NEW1 snda l02b_01_hav01.wav
n514= if ($2 == dead) NEW1 snda l02b_02_hav02.wav
n515= if ($2 == oops) NEW1 snda l02b_03_hav03.wav
n516= if ($2 == creature) NEW1 snda m00asqr_kill0018i1mbpt_snd.wav
n517= if ($2 == lol) NEW1 snda m00asqr_kill0019i1mbrs_snd.wav
n518= if ($2 == roar) NEW1 snda m00avis_kick0029i1mein_snd.wav
n519= if ($2 == target) NEW1 snda m00avis_kick0030i1moac_snd.wav
n520= if ($2 == incinerate) NEW1 snda m00avis_kifi0003i1moac_snd.wav
n521= if ($2 == fire) NEW1 snda m00avis_kifi0006i1mbrs_snd.wav
n522= if ($2 == smell) NEW1 snda m00avis_kifi0020i1nctk_snd.wav
n523= if ($2 == ^) NEW1 snda m00avis_kifi0021i1ccsf_snd.wav
n524= if ($2 == toast) NEW1 snda m00avis_kifi0029i1gomg_snd.wav
n525= if ($2 == pain) NEW1 snda m00bncc_kill0054i1gbmg_snd.wav
n526= if ($2 == present) NEW1 snda m00bntr_kill0003i1gbmg_snd.wav
n527= if ($2 == burn) NEW1 snda m00ccck_kifi0008i1gsen_snd.wav
n528= if ($2 == stupid) NEW1 snda mxxdsgn_dsgn028i1gbmg_snd.wav
n529= if ($2 == mechman) NEW1 snda mechmansrevenge.mp3
n530= if ($2 == bomb) NEW1 snda bombit1.wav
n531= }
n532=}

```

File Attachments

1) [script.zip](#), downloaded 165 times

Subject: Re: MM Help
Posted by [Theboom69](#) on Mon, 04 Dec 2006 04:04:37 GMT
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Im not looking for a mirc script i dont use mirc i want to know how to make command's for my server and only my server FDS not mirc.

Subject: Re: MM Help
Posted by [AmunRa](#) on Mon, 04 Dec 2006 04:09:05 GMT
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well, that script is generally the way its done. if you dont want to use it get creative and do something else.

Subject: Re: MM Help
Posted by [Theboom69](#) on Mon, 04 Dec 2006 06:45:16 GMT
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How do i use it can u explane that for me plz?

Subject: Re: MM Help
Posted by [sycar](#) on Mon, 04 Dec 2006 12:39:15 GMT
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I beleive what your asking to do needs to be done in the Chathook within scripts.dll. Therefore you need:

- 1) Scripts.dll
- 2) A C++ Compiler
- 3) A competent level of c++ knowledge

If you have this then create a chathook within scripts.dll and place an entry for whatever you wish to happen.

The following is an example for a !killme command from the SilverBullet bot KC.

```
if (stricmp(Msg2,"!killme") == 0)
{
    Commands->Apply_Damage((Get_GameObj(PlayerID)),99999,"Shrapnel",false);
    char message[1000];
    sprintf(message,"msg KC: %s %s",Get_Player_Name_By_ID(PlayerID),"decided life wasn't
worth living anymore and pulled the trigger!");
    Console_Input(message);
}
```

```
KC_Retrieve_Player_Information(Get_GameObj(PlayerID));
KC_Update_Player_Info(Get_Player_Name(Get_GameObj(PlayerID)),RetrievedIP,(RetrievedR
ecs - 1),RetrievedJoin,RetrievedServer);
Display_Float_Player(Get_GameObj(PlayerID),3," -1 Promotion Points - Suicide");
}
```

Subject: Re: MM Help
Posted by [Theboom69](#) on Mon, 04 Dec 2006 19:32:43 GMT
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I dont know shit about C++.

Will anyone mind making to for our server's and you'll become a full mod.

Subject: Re: MM Help
Posted by [Ryu](#) on Mon, 04 Dec 2006 19:53:57 GMT
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Quote:

AmunRa: mIRC Code

Does that work with Cloudyserv? (A)

Subject: Re: MM Help
Posted by [Tunaman](#) on Mon, 04 Dec 2006 19:57:15 GMT
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I'm pretty sure that's a complete bot, so it probably wouldn't.

Subject: Re: MM Help
Posted by [AmunRa](#) on Mon, 04 Dec 2006 20:04:23 GMT
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you could add it if you really wanted

Subject: Re: MM Help
Posted by [danpaul88](#) on Mon, 04 Dec 2006 20:45:45 GMT
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You could modify brenbot's custom commands plugin to do that as well, all you need to do is change it from outputting a message to sending a snda command to the FDS.... I might update the plugin to include a section for that anyway now that I think about it...

Subject: Re: MM Help
Posted by [Theboom69](#) on Mon, 04 Dec 2006 22:21:13 GMT
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But im not using brenbot and i dont plan on using it anytime.
I use NR.
I will give full mod power's to the person that make's me the command's or full mod power's to who ever help's me do it.

Subject: Re: MM Help
Posted by [Zion](#) on Tue, 05 Dec 2006 00:10:29 GMT
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I can do it, but you need NR to connect to IRC to do it.

Subject: Re: MM Help
Posted by [Theboom69](#) on Tue, 05 Dec 2006 03:30:47 GMT
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NR will conect to irc if i click the button.

Subject: Re: MM Help
Posted by [Zion](#) on Tue, 05 Dec 2006 08:27:26 GMT
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GREAT!! Now, if you could be a little more specific as to where the server and channel is.... it would be a great help.(!)

Subject: Re: MM Help
Posted by [Theboom69](#) on Tue, 05 Dec 2006 09:58:02 GMT
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server:irc.gamerz0ne.com
channel:#HFzAOW
port:6667

Let me know when ur on it, you can add me to yahoo im if u got it i will send ur my yahoo thro pm.
