
Subject: How do I get commands for my sever?

Posted by [Colonel Burton](#) on Thu, 21 Feb 2008 03:31:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

I want commands like from Roleplay 2, !killme how can I make them or, get them, download them?

Subject: Re: How do I get commands for my sever?

Posted by [Genesis2001](#) on Thu, 21 Feb 2008 05:28:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

You're talking about EKT's Roleplay 2 server, aren't ya? -_-

Those are custom scripted server-sided by Sniperhid (aka EKT-Snippers or something like that) and they're a private thing, server specific...

Although, you can easily make a !killme command in C++ -_-

~Zack

Subject: Re: How do I get commands for my sever?

Posted by [Colonel Burton](#) on Thu, 21 Feb 2008 05:56:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there a guide I can do?

Subject: Re: How do I get commands for my sever?

Posted by [Sniperhid](#) on Thu, 21 Feb 2008 06:19:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
const char *Msg3 = WideCharToChar(Msg);
else if (strncmp(Msg3,"!killme",7) == 0) {
    if (obj){
        Commands->Destroy_Object(obj);
        char message[256];
        sprintf(message,"cmsgp %d 90,250,90 [EKTRPG] You have been killed.",ID);
        Console_Input(message);
        return;
    }
}
```

the ID var is given in the chat hook: SSGM_Chat_Hook, yeah you can tell me off for not using the tokenized stuff, but this works perfectly fine.

Subject: Re: How do I get commands for my sever?
Posted by [Dreganius](#) on Thu, 21 Feb 2008 07:18:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

HOLY SHIT IT'S HIM!!!

You're finally back? Okay then, GET ON THE IRC SNIPPERS

Mmkay. Rant over. Proceed.

Subject: Re: How do I get commands for my sever?
Posted by [Colonel Burton](#) on Thu, 21 Feb 2008 17:29:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

HOLY SHIT IT'S HIM!!!

You're finally back? Okay then, GET ON THE IRC SNIPPERS Sarcasm

Mmkay. Rant over. Proceed.

What? Its him? Im back what? What and how do I get on IRC SNIPPERS Sarcasm?
One thing I KNOW NOTHING! About what I ask for I don't even know where to put the files.

Subject: Re: How do I get commands for my sever?
Posted by [Colonel Burton](#) on Fri, 22 Feb 2008 03:41:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello? I need help.

Subject: Re: How do I get commands for my sever?
Posted by [Dreganius](#) on Fri, 22 Feb 2008 04:43:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mentally, it seems.

Subject: Re: How do I get commands for my sever?

Posted by [LR01](#) on Fri, 22 Feb 2008 14:14:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Colonel Burton wrote on Thu, 21 February 2008 04:31 I want commands like from Roleplay 2, !killme how can I make them or, get them, download them?

don't you need a bot then?

like NightRegulator? <http://www.nightregulator.co.uk/?page=versions>

Subject: Re: How do I get commands for my sever?

Posted by [mr£ÄŠÄ-z](#) on Fri, 22 Feb 2008 22:35:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Make your Own scripts in Lua,

www.DCOMProductions.net

Subject: Re: How do I get commands for my sever?

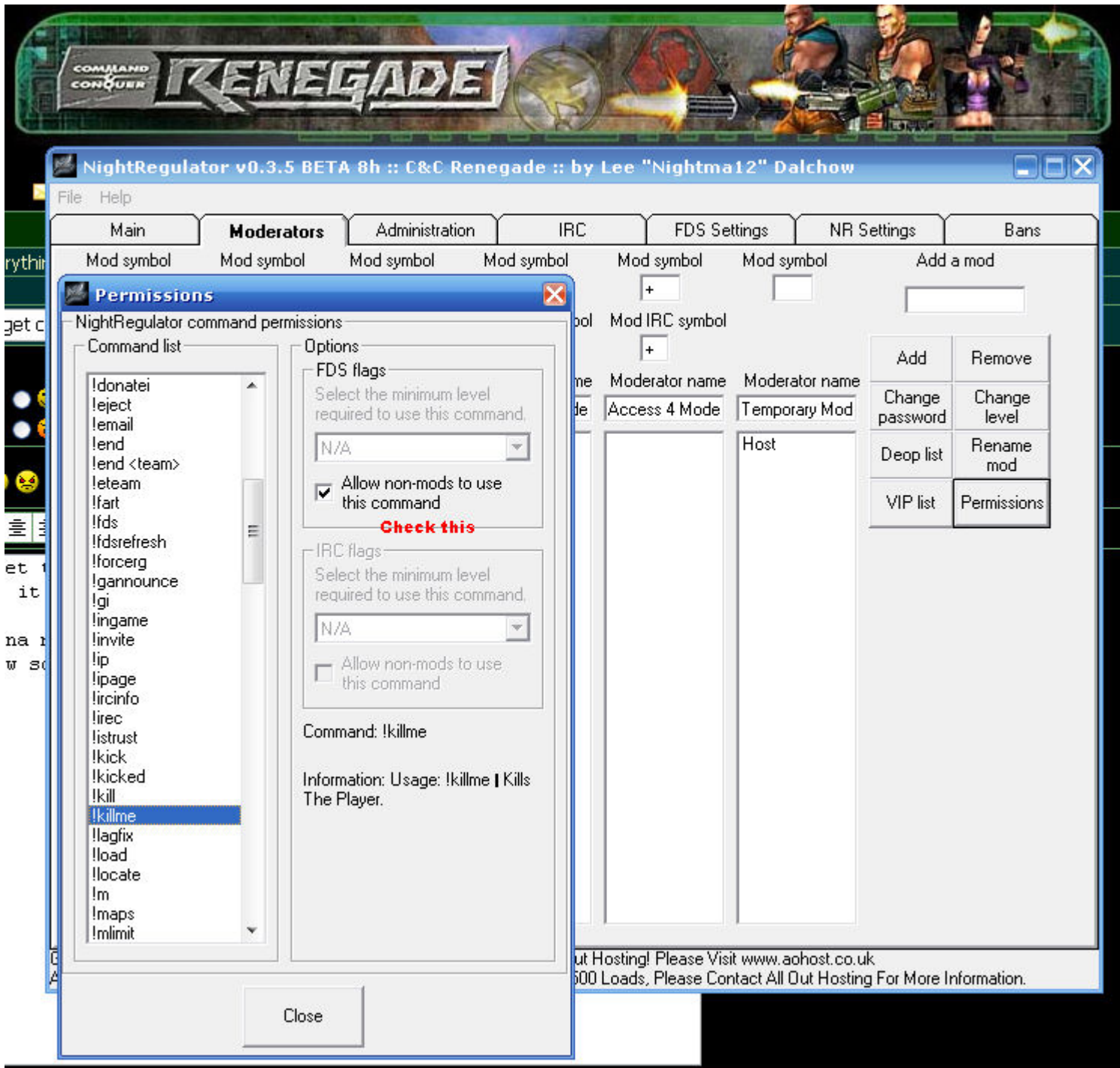
Posted by [EA-DamageEverything](#) on Sat, 23 Feb 2008 04:58:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Grab NR, set the permission level for !killme at a state of your choice and it's done.

File Attachments

1) [killme.jpg](#), downloaded 1008 times



Subject: Re: How do I get commands for my sever?
 Posted by [Colonel Burton](#) on Sun, 24 Feb 2008 04:27:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

MadRockz wrote on Fri, 22 February 2008 12:35 Make your Own scripts in Lua,

www.DCOMProductions.net

Okay, what do I do with this, where do I put it?
And the Night Regulator, where do I install it?
By the way I have The First Decade.

Subject: Re: How do I get commands for my sever?
Posted by [Commando Burton](#) on Sun, 24 Feb 2008 19:30:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its still me Colonelburton but I found out what my user was just forgot the (-) in it, anyway how do I get Roleplay map working on the my dedicated server I put it in the data but won't show up in Night Regulator.

Subject: Re: How do I get commands for my sever?
Posted by [crazfulla](#) on Sun, 24 Feb 2008 20:58:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats because its a mod package. I dont know how to use them on NR.
You could always edit svrcfg_cnc itself in notepad via remote desktop

Subject: Re: How do I get commands for my sever?
Posted by [Commando Burton](#) on Sun, 24 Feb 2008 22:18:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you but the commands won't work, I did the NR and it won't work, by the way I can't play Renegade at the same time as my sever
Renegade won't start up and how I tested the commands is my friend.

Subject: Re: How do I get commands for my sever?
Posted by [Commando Burton](#) on Mon, 25 Feb 2008 00:14:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wait, when I tell someone on my server to type !killme and they do over in BRenbot said that person did not Renguard how do I fix this!

Subject: Re: How do I get commands for my sever?
Posted by [EA-DamageEverything](#) on Mon, 25 Feb 2008 00:45:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Honestly I don't know because it should NOT affect Renguards behavior. The only commands RG

should listen to is !forcerg and !rg in F2-Chat. And !rgplayers on IRC AFAIK.

I don't know if !killme is implemented in the Brenbot -I only had to use it once the last time (and lol it was on a NR-regulated Server). If it's not, I think your BR might have thought: "WTF? Unknown command!"

Anyway, Sniperhid has posted the needed Code for the scripts and once it's placed there in a running scripts.dll, it doesn't matter what Bot runs on your Server.

Subject: Re: How do I get commands for my sever?
Posted by [Commando Burton](#) on Mon, 25 Feb 2008 01:52:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sniperhid wrote on Thu, 21 February 2008 00:19

```
const char *Msg3 = WideCharToChar(Msg);
else if (strncmp(Msg3,"!killme",7) == 0) {
    if (obj){
        Commands->Destroy_Object(obj);
        char message[256];
        sprintf(message,"cmsgp %d 90,250,90 [EKTRPG] You have been killed.",ID);
        Console_Input(message);
        return;
    }
}
```

the ID var is given in the chat hook: SSGM_Chat_Hook, yeah you can tell me off for not using the tokenized stuff, but this works perfectly fine.
Okay, how do I use this?

Subject: Re: How do I get commands for my sever?
Posted by [Commando Burton](#) on Mon, 25 Feb 2008 02:06:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Commando Burton wrote on Sun, 24 February 2008 18:14Wait, when I tell someone on my server to type !killme and they do over in BRenbot said that person did not Renguard how do I fix this! Wait, BR said that they need Renguard.
One thing I do NOT have Renguard.
One more thing I want to open custom_commands.brf but can't what do I need?

Subject: Re: How do I get commands for my sever?
Posted by [BlueThen](#) on Mon, 25 Feb 2008 03:44:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, stop freakin double posting. Use the edit button.

Subject: Re: How do I get commands for my sever?
Posted by [EA-DamageEverything](#) on Mon, 25 Feb 2008 23:38:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can open & edit any Plugin file with the Windows Notepad. Associate .brf + .cfg with it. You even can open the .pm + XML files with it.

The only important thing is to keep the structure of the code within those files. If you mess a line up, the Plugin will not load or work properly.

Subject: Re: How do I get commands for my sever?
Posted by [Commando Burton](#) on Mon, 25 Feb 2008 23:54:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you.
