
Subject: renegade connection tool for irc
Posted by [Commandosky](#) on Wed, 05 Mar 2008 16:27:00 GMT
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For ppl using renegade and irc, i made a small Script to connect to some servers directly from irc
Download here (link is in a post down here)

i also can use some feedback on how you guy's like the tool and the readme.txt file in it

- Commandosky

Subject: Re: renegade connection tool for irc
Posted by [Cat998](#) on Wed, 05 Mar 2008 18:35:30 GMT
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Remember it's connect, not conect.

This script hasn't any use for me, as I already have a mirc script, that lists all servers in WOL.

Subject: Re: renegade connection tool for irc
Posted by [BlueThen](#) on Wed, 05 Mar 2008 20:39:16 GMT
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A whole install for a simple irc script?

Subject: Re: renegade connection tool for irc
Posted by [Commandosky](#) on Wed, 05 Mar 2008 21:29:55 GMT
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CLick here for a .rar archive of the Tool

this one is the same, only compressed in a archive with winRAR....

Subject: Re: renegade connection tool for irc
Posted by [Blazer](#) on Wed, 05 Mar 2008 21:35:26 GMT
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If there is interest I may offer the "RenAway" script that v00d00 created for me. It's a mirc DLL + script that, whenever you join a renegade server, automatically sets you away on IRC with a message saying what server you are playing in (server name).

Subject: Re: renegade connection tool for irc
Posted by [Commandosky](#) on Wed, 05 Mar 2008 21:41:32 GMT
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Blazer wrote on Wed, 05 March 2008 15:35If there is interest I may offer the "RenAway" script that v00d00 created for me. It's a mirc DLL + script that, whenever you join a renegade server, automatically sets you away on IRC with a message saying what server you are playing in (server name).

maybe i can use also that into my renegade tool scripts....

i'm interested, but i want also v00d00 permission that i can rip his scripts for it....

Subject: Re: renegade connection tool for irc
Posted by [mr£\\$Ä-z](#) on Wed, 05 Mar 2008 21:55:11 GMT
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IRC is Gay... why is it so Famous ?

Subject: Re: renegade connection tool for irc
Posted by [Commandosky](#) on Wed, 05 Mar 2008 21:57:56 GMT
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because you can have fun chatting with others and it's needed for all the servers (i think), so thats a second way to moderated a game

you can have rlly alot of fun at irc....

Subject: Re: renegade connection tool for irc
Posted by [Lone0001](#) on Wed, 05 Mar 2008 21:59:29 GMT
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IRC = FUN!

Subject: Re: renegade connection tool for irc
Posted by [BlueThen](#) on Wed, 05 Mar 2008 22:00:22 GMT
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You can make a lot of things in mirc

Subject: Re: renegade connection tool for irc
Posted by [Renx](#) on Thu, 06 Mar 2008 08:49:41 GMT
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I used v00d00's WOLIRC tool.

Subject: Re: renegade connection tool for irc
Posted by [renalpha](#) on Thu, 06 Mar 2008 10:09:31 GMT
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irc r0x
nais plugin though

Subject: Re: renegade connection tool for irc
Posted by [cmatt42](#) on Thu, 06 Mar 2008 18:04:18 GMT
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Blazer wrote on Wed, 05 March 2008 16:35If there is interest I may offer the "RenAway" script that v00d00 created for me. It's a mirc DLL + script that, whenever you join a renegade server, automatically sets you away on IRC with a message saying what server you are playing in (server name).
I would love this, actually.

Subject: Re: renegade connection tool for irc
Posted by [dr3w2](#) on Fri, 07 Mar 2008 04:52:59 GMT
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Heres a couple mlrc snippets i have:

put these into remotes:

To connect to renegade server:
Toggle Spoiler

```
alias ren {  
  /run C:\Westwood\Renegade\game2.exe +connect IPHERE +NetPlayerName  
  YOURNAMEHERE  
}
```

^ the above works as sending an irc command
/ren

-OR-

```
alias ren {
  /run C:\Westwood\Renegade\game2.exe +connect $1 +multi +NetPlayerName " $+ $2- $+ "
}
```

^^ the above would work as sending an irc command
/ren IPHERE NAMEHERE

To conenct on teamspeak:
Toggle Spoiler

```
alias teamspeak {
  /run
teamspeak://ADDRESSHERE:8767/?nickname=NAMEHERE?loginname=LOGINNAMEHERE?pa
ssword=PASSWORDHERE
}
```

^ make the proper changes.

For RenLadder:

I realize this script is quite inefficient, and uses a textfile but i wrote it along time ago but it works
extremely fast and echo's you all the info you want to know
Info is retrieved from renladder.blackhand-studios.net
Toggle Spoiler

```
alias renlad {
  set %renLadNick $1-
  set %renLadCount 0
  set %renLadFile c:\renlad.txt
  write -c %renladFile
  sockopen renlad renladder.blackhand-studios.net 80
}
on *:sockopen:renlad:{
  sockwrite -n $sockname GET /player.php?name= $+ %renLadNick HTTP/1.1
  sockwrite -n $sockname Host: renladder.blackhand-studios.net $+ $CrLf $+ $CrLf
}
on *:sockread:renlad:{
  if ($sockerr) {
    echo -a Error with socket.
    halt
  }
  else {
    var %rITemp
    sockread %rgTemp
    write %renLadFile %rgTemp
  }
}
```

```

inc %renLadCount
if (%renladCount = 250) {
    sockclose renlad
    renLadVars
}
if (%rgTemp == Player not found!) {
    echo -a [RenLad] Nick %renLadNick was not found in the renladder
}
}
}
alias renLadVars {
    set %renLadFile c:\renlad.txt
    var %nick $read(%renLadFile, 14)
    var %VehDestroyed $read(%renLadFile, 50)
    var %EnemKilled $read(%renLadFile, 80)
    var %Died $read(%renLadFile, 68)
    var %score $read(%renLadFile, 44)
    var %time $read(%renLadFile, 56)
    var %kd $read(%renLadFile, 182)
    var %buildings $read(%renLadFile, 110)
    var %avgscore $read(%renLadFile, 201)
    var %hit $read(%renLadFile, 194)
    var %tgames $read(%renLadFile, 209)
    var %vehtime $read(%renLadFile, 62)
    var %shotsfired $read(%renLadFile, 104)
    var %vehkills $read(%renLadFile, 74)
    var %headshots $read(%renLadFile, 120)
    var %torsoshots $read(%renLadFile, 132)
    var %crotchshots $read(%renLadFile, 168)
    var %armshots $read(%renLadFile, 104)
    var %legshots $read(%renLadFile, 144)
    var %squishes $read(%renLadFile, 86)

    echo -a $chan 14 [RenLadder] [:: 11 %nick 14 ::]
    echo -a $chan 14 [RenLadder] 11Total Score: %score || Games: %tgames || Avg. Score:
%avgscore || Time Ingame: %time
    echo -a $chan 14 [RenLadder] 11Kills: %EnemKilled || Deaths: %Died || K/D: %kd || Hit Ratio:
%hit
    echo -a $chan 14 [RenLadder] 11[Shots:] Head: %headshots || Torso: %torsoshots || Crotch:
%crotchshots || Leg: %legshots
    echo -a $chan 14 [RenLadder] 11Vehicles Destroyed: %VehDestroyed || Buildings Destroyed:
%buildings
    echo -a $chan 14 [RenLadder] 11Time InVehicle: %vehtime || Shotsfired: %shotsfired
    echo -a $chan 14 [RenLadder] 11Kills from Vehicles: %vehkills || Squishes: %squishes
    echo -a $chan 14 [RenLadder] 11View page:
http://renladder.blackhand-studios.net/player.php?name=\$+ %renLadNick
}

```

Works by this command:
/renlad NAMEHERE

for example,
/renlad andr3w282 . Information is echo'd back (meaning only you can see it)

Subject: Re: renegade connection tool for irc
Posted by [Commandosky](#) on Sat, 08 Mar 2008 10:18:30 GMT
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ok, the first one is the connect snippet i use also in my renegade tool i made

the TS snippet i got that one also, but i;m working on something so you can also connect to TS with different nickname's and passwords

the last one, i shall check if i can use that one also.....

Subject: Re: renegade connection tool for irc
Posted by [dr3w2](#) on Sat, 08 Mar 2008 21:17:12 GMT
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Commandosky wrote on Sat, 08 March 2008 04:18the last one, i shall check if i can use that one also.....

if you want i can also paste a simple script i wrote which will check your client log file, and output pages

It echo's you the last N pages that were sent to you ingame by reading the client_currentday .txt log files.

I just have random shit like that and some other irc relay things for a script i wrote for moderators @ n00bstories. I personally find the /pages handy for when you miss messages.
