Subject: adding commands
Posted by DizzyPyro on Thu, 22 Jan 2004 16:54:02 GMT
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how do i make my own commands??

Subject: adding commands
Posted by Blazer on Thu, 22 Jan 2004 16:55:07 GMT
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I assume you mean br.net. Thats a question for Dante in the br.net forums at
http://www.renevo.com.

Subject: adding commands
Posted by DizzyPyro on Thu, 22 Jan 2004 16:56:11 GMT
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no i mean for brenbot

Subject: adding commands
Posted by Blazer on Thu, 22 Jan 2004 17:01:29 GMT
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You cannot add your own commands (yet). What command were you thinking of adding?

Subject: adding commands
Posted by zunnie on Thu, 22 Jan 2004 22:07:11 GMT
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A !page command would be cool, because when im on IRC and not on the server, sometimes alot
of people i know page the FDS and i cant page them back then :S

Also, when you !qkick nick <reason> someone, they always rejoin and ask why they were kicked,
maybe they should be paged the reason that was used? Like when they buy a tank in a
snipergame they get paged that its a sniper only

!amsg   AdminMessage for in-game use, like i type: !amsg no hillcamping on hourglass, then a
admin msg pops up in game saying that.

!rape nick - %playername rapes %parameter until death occurs.
!slap nick - %playername punches %parameter in the face after putting his boot up his anus.

Also a !wolstats nick/number command would be cool, so that you can check people's rank details via IRC
[/EDIT]

[zunnie]

Subject: adding commands
Posted by Blazer on Fri, 23 Jan 2004 09:22:16 GMT
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There has always been a !page command in brenbot, its in the !help and everything   From irc you just do !page playername blah blah blah...

As for !rape etc, I prefer not to add anything that can be used to spam the server with.

Subject: adding commands
Posted by w1ley on Fri, 23 Jan 2004 13:04:35 GMT
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BlazerThere has always been a !page command in brenbot, its in the !help and everything   From irc you just do !page playername blah blah blah...

As for !rape etc, I prefer not to add anything that can be used to spam the server with.

Hey Blazer,
I get the following from a !version
I'm running brenbot 1.31 MSWin32.
and I dont see a !page command, and !page help says
[BR] No entry for page found.

is there something I need to do to enable !page? Or do I need a differant version?

thanks

Subject: adding commands
Posted by DizzyPyro on Fri, 23 Jan 2004 15:00:43 GMT
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i think it would be cool if you can just edit it by youself.
So you can make things like ! and then you will get your own made information about that one.
Just like Br.net my brother has that one. he made many new commands like my name !dizzypyro

---

and then you get my info.

By the way are you making a new version of brebot?? and can you tell me what programs you used to make brenbot???

 thanks

Subject: adding commands
Posted by DizzyPyro on Fri, 23 Jan 2004 15:02:06 GMT
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i mean in the other post ! and then a name of someone

Subject: adding commands
Posted by zunnie on Fri, 23 Jan 2004 17:36:54 GMT
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BlazerThere has always been a !page command in brenbot, its in the !help and everything   From irc you just do !page playername blah blah blah...

As for !rape etc, I prefer not to add anything that can be used to spam the server with.

Oops i didnt know there IS a !page :S - its not displayed @ !help i guess i was too lazy to try it ehe

What about the !amsg <msg> command? Thats very useful sometimes like when your on a map that has specific rules. Hourglass for example, i dont want any hillcampers there ...

[zunnie]

Subject: adding commands
Posted by egg098 on Sat, 24 Jan 2004 23:54:22 GMT
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A !locate function - I always use a BR.NET IRC room if I need to use it - would be great if it was included in BRenBot!

EDIT: Also, would be it possible to add a ban function done purely by IP addresses to get round people using different nicks? (Or is this something I havn't noticed?!)

Subject: adding commands

Posted by zunnie on Sat, 31 Jan 2004 14:29:57 GMT

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Its not like adding commands that flood the server, the !reccomend floods the server too when players do !tp or type ping/lag or whatever.

With BR 1.3 i had showmods disabled, so it wasnt possible to view who were mods. I did this because most cheaters when they join do !showmods, when mods online they would just leave and NOT be banned. Since i faked the command to ALWAYS say "There are no moderators online at this time." they would not leave BEFORE getting banned, saves alot of time searching through the logfiles for their IP's and crap.

Also a few other commands i had that were very usefull:

!download/!downloads : http://www.renstation.net / http://zunnie.hellrazer.net / http://www.soqserver.de.vu

!website : http://www.sourceofquality.nl / http://www.soqserver.de.vu / http://zunnie.hellrazer.net

!map/!maps/!maplist   : Alpine, Mars, Ravine, SeasideSunset />etc<\

And i had some 'joke' commands

!slap <player>
!rape <player>
!lol : ,.|.. (o_o) ..|.,
!insult <player>

___
i posted about this in new topic too, might as well add it here now too :S :

The colors for players joining the server @ IRC is lightblue and the GDI teamchat-text is YEllow. This is really g*y Can i change this to DarkBlue and Orange maybe???

[zunnie]

Subject: adding commands
Posted by snipesimo on Sat, 31 Jan 2004 15:01:27 GMT

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Thats actually a very good strategy zunnie.

Subject: adding commands
Posted by egg098 on Sat, 31 Jan 2004 15:10:24 GMT

Until the next version of BRenBot's out, if your server uses an IRC channel, you could script them into an ircbot that would do a !msg into the game on the command - thats what I do!

Subject: adding commands
Posted by zunnie on Sat, 31 Jan 2004 16:24:17 GMT

egg098Until the next version of BRenBot's out, if your server uses an IRC channel, you could script them into an ircbot that would do a !msg into the game on the command - thats what I do!

Could you maybe pass me that script of yours pretty please i dont know much about scripting :S (email to zunnie@quicknet.nl if you want)

It would be cool if we can use this on our servers, its not some amateur 4 or 6 player server We host a 12/14 player Sniper server, two 10 player AOW servers and a 30 player AOW server on Europe. Some of the commands i had in BR 1.3 i miss really alot :'(

[zunnie]

Subject: adding commands
Posted by snipesimo on Sat, 31 Jan 2004 18:02:36 GMT

```
on *:TEXT:*!showmods:#:if ($len($1) <= 10) && ($nick == botname) {
if ($strip($2) == !showmods) && ($3 == $null) {
msg $chan !page $remove($strip($1), There are currently no moderators online.
}
}
```

That should do the trick, just be sure to enter the bot name

Subject: adding commands
Posted by Blazer on Sun, 01 Feb 2004 22:34:46 GMT

there is allready !maplist and !rotation

!maplist doesnt work in-game as is more of an admin function to see how many maps the server has available. !rotation works both irc and ingame and shows you the current full map rotation, with brackets around the current map.

Subject: adding commands
Posted by zunnie on Mon, 02 Feb 2004 02:00:55 GMT
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Blazerthere is allready !maplist and !rotation

!maplist doesnt work in-game as is more of an admin function to see how many maps the server has available. !rotation works both irc and ingame and shows you the current full map rotation, with brackets around the current map.

Ok, but would it be possible for you to add in a future update the possibility to add/disable and customize these commands:

!download/!downloads
!website
!slap <player>
!rape <player>
!lol : ,.|.. (o_o) ..|.,
!insult <player>
!newbies Newbie Meter: low [--------------|--] high

Like others modules are now set by using:
!set downloads <ftp.**.com>
!set website <website>
!set insult <on>
<etc..

This way "flooding" the server is up to the Host of the game. BTW, the !help command.. thats one big flood when 3 or 4 people do it at the same time , can you convert this to a Page <user> [helptext] , that wud be nice

Its one huge lovely program btw   ...

[zunnie]

[zunnie]

Subject: adding commands
Posted by egg098 on Mon, 02 Feb 2004 19:51:04 GMT
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Zunnie - not sure if you've sorted it or not, but if you want help with those scripts, I can try and do it for you! What are your network & channel names and i'll /msg you on IRC.