Place this in ALT+R (remotes) from mirc or put it in a txtfile and /load -rs file.txt in mirc to load it, press Alt+R and goto "view" to cycle through loaded scripts if you have more than 1:
Quote:

```
alias SENDFDS {
  var %msg = $1-
  if ($1 == msg) var %msg = $1 $2-
  dll mIRC_Ren.dll FDS_Send 127.0.0.1 4949 passwd $left(%msg,150)
}

alias inlist {
  var %i = 1, %j = $numtok($2,32)
  while (%i <= %j) {
    if ($gettok($2,%i,32) iswm $strip($1)) return 1
    inc %i
  }
  return 0
}

on *:text:*:#mp-coop,#mp-coop-Admin:{
  if (mpcoopbr iswm $nick) {
    if ($3-5 == joined the game) {
      .timer 1 2 SENDFDS snda joinsound.wav
    }

    if ([Team] isin $1) halt
    msg #mp-coop $1-
  }

  if ($chan == #mp-coop) {
   if ($inlist($1,!nextmap !gi !pl !rules !showmods) == 1) { msg $chan $+ -Admin $1- }
   if (($1 == !msg) && ($2 != $null) && ($nick isvoice # || $nick isop # || $nick ishop #)) {
     if ($chan == #mp-coop) {
       SENDFDS message ( $+ $nick $+ @IRC): $2-
     }
     else msg $chan $+ -Admin !msg $nick $+ : $2-
   }
  }

  if ((!help isin $1) && ($chan == #mp-coop)) {
    msg $chan Commands: !pl !gi !nextmap !showmods !rules !msg <message>
  }
}
```

Simplified version what im using on the coop server.

Change the brenbotnick(mpcoopbr) to what the nickname of your brenbot is.
Change #mp-coop and #mp-coop-admin to the channels you use for your server, brenbot should be in the admin channel.
Quote: if ($3-5 == joined the game) {
     .timer 1 2 SENDFDS snda joinsound.wav
   }
This will play a sound 2 seconds after they join, change "joinsound.wav" to a .wav file that exists in always.dat
This script will also allow people from the public channel to use !msg to talk to people..
If you need help with this im on irc.mp-gaming.com mostly, afk alot but... if im there ill try to help you if you have problems...