Subject: Re: Official SBot Thread

Posted by jnz on Thu, 15 Mar 2007 03:14:20 GMT

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Update:

ok first of all. i added:

!playerlist - only works in IRC not checked by Access levels !playerinfo - only works in IRC not checked by Access levels !gameinfo - only works in IRC not checked by Access levels !kill <playername> !fds <command>

ofc, aliases work for all these commands. so:

lq!

!pi

!gi

when a building is killed it will say along with the last damage caused. when a player is killed it will say along with what by and what gun / charater. when a vehicle is bought it will say. although atm, it is duplicating the message. this is scripts.dll and nothing can be done about it atm. when the host says something, it will say in IRC.

i forgot to change the darkblue to light blue in the last one.

File Attachments

- 1) buildingkill.png, downloaded 1917 times roshambo destroyed the Nod Obelisk. Last damage was: 200
- 2) Gameover.png, downloaded 1918 times

```
Game Over. Nod won by
Map: C&C_Walls_Flying.mix
Time Left: 1325.94
DI: Players:0 Score:0
DI: Vehicles0 C4(Proxy):0 C4(Remote):0
Next map will be: C&C Mesa.mix
3) PL.png, downloaded 1918 times
<roshambo> !pl
<Sbot>
<Sbot>
        GDI: roshambo
4) vehbuy.png, downloaded 1917 times roshambo just bought a GDI APC
5) pkill.png, downloaded 1921 times
roshambo(Nod Minigunner/Auto Rifle) was killed by GDI Advanced Guard Tower. Last damage was: 1
6) GI.png, downloaded 1898 times
≺roshambo> !gi
<Sbot>
        Gameinfo
        Map: C&C_Volcano.mix
<Sbot>
        Time Left: 1370.47
<Sbot>
        GDI: Players:1 Score:0
<Sbot>
<Sbot>
        GDI: Vehicles:0 C4(Proxy):0 C4(Remote):0
<Sbot>
<Sbot>
```