
Subject: Re: Official SBot Thread
Posted by [jnz](#) on Thu, 15 Mar 2007 03:14:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

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:

!pl
!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 1816 times
roshambo destroyed the Nod Obelisk. Last damage was: 200

2) [Gameover.png](#), downloaded 1819 times

```
Game Over. Nod won by
Map: C&C_Walls_Flying.mix
Time Left: 1325.94
GDI: Players:0 Score:0
GDI: Vehicles:0 C4(Proxy):0 C4(Remote):0
Nod: Players:1 Score:326
Nod: Vehicles:1 C4(Proxy):0 C4(Remote):0
Next map will be: C&C_Mesa.mix
```

3) [PL.png](#), downloaded 1816 times

```
<roshambo> !pl
```

```
<Sbot> Nod: None
```

```
<Sbot> GDI: roshambo
```

4) [vehbuy.png](#), downloaded 1816 times

```
roshambo just bought a GDI APC
```

5) [pkill.png](#), downloaded 1821 times

```
roshambo(Nod Minigunner/Auto Rifle) was killed by GDI Advanced Guard Tower. Last damage was: 1
```

6) [GI.png](#), downloaded 1799 times

```
<roshambo> !gi
```

```
<Sbot> Gameinfo
```

```
<Sbot> Map: C&C_Volcano.mix
```

```
<Sbot> Time Left: 1370.47
```

```
<Sbot> GDI: Players:1 Score:0
```

```
<Sbot> GDI: Vehicles:0 C4(Proxy):0 C4(Remote):0
```

```
<Sbot> Nod: Players:0 Score:0
```

```
<Sbot> Nod: Vehicles:0 C4(Proxy):0 C4(Remote):0
```