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 2092 times
roshambo destroyed the Nod Obelisk. Last damage was: 200

2) Gameover.png, downloaded 2084 times

```
Game Over. Nod won by
Map: C&C_Walls_Flying.mix
Time Left: 1325.94
GDI: Players:0 Score:0
GDI: Vehicles0 C4(Proxy):0 C4(Remote):0
Nod: Players:1 Score:326
Nod: Vehicles1 C4(Proxy):0 C4(Remote):0
Next map will be: C&C_Mesa.mix
```

3) PL.png, downloaded 2088 times

```
<roshambo> !pl
<Sbot>   Nod: None
<Sbot>   GDI: roshambo
```

4) vehbuy.png, downloaded 2082 times

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

5) pkill.png, downloaded 2086 times

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

6) GI.png, downloaded 2069 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
```