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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:

!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.

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### File Attachments

1) [buildingkill.png](#), downloaded 1803 times  
**roshambo destroyed the Nod Obelisk. Last damage was: 200**

2) [Gameover.png](#), downloaded 1805 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 1803 times

```
<roshambo> !pl
```

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

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

4) [vehbuy.png](#), downloaded 1803 times

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

5) [pkill.png](#), downloaded 1807 times

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

6) [GI.png](#), downloaded 1785 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
```