Subject: mIRc Scripts
Posted by SODPaddy on Mon, 07 Aug 2006 18:47:11 GMT
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1) I have a CTF Server (Capture the Flag) and in the server side ctf doesnt !donate no running. My question is have someone a donate script for irc. 2) Need a script that read killmsg out of the renlog_ ... .txt

3) I need a Renguard IRC Script

Message me pls

MSN: hop@hotmail.de
IRC: irc.sodgaming.net #sodclan

Subject: Re: mIRc Scripts
Posted by Zion on Mon, 07 Aug 2006 21:02:56 GMT
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CloudyServ

Subject: Re: mIRc Scripts
Posted by Rev on Tue, 08 Aug 2006 00:08:30 GMT
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^^ Your link does not work to well. http://www.cs.cloudyonestudios.com/

Subject: Re: mIRc Scripts
Posted by SODPaddy on Tue, 08 Aug 2006 09:08:17 GMT
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CloudyServ suxx

Subject: Re: mIRc Scripts
Posted by Zion on Tue, 08 Aug 2006 12:42:33 GMT
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Apologies. I have corrected my post.

If you want a mIRC regualtor, that's your best bet.

Subject: Re: mIRc Scripts
Posted by SODPaddy on Wed, 09 Aug 2006 12:08:44 GMT
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i have a Renguard script but that doesnt runs

Subject: Re: mIRc Scripts
Posted by danpaul88 on Wed, 09 Aug 2006 13:15:24 GMT
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Can you not just use BRenBot or NR? Both support !donate and renguard, and can read killmsgs

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Subject: Re: mIRc Scripts
Posted by SODPaddy on Wed, 09 Aug 2006 14:49:52 GMT
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danpaul88 wrote on Wed, 09 August 2006 15:15Can you not just use BRenBot or NR? Both support !donate and renguard, and can read killmsgs

The Server_side_Ctf mod hasnt gamelog.

Subject: Re: mIRc Scripts
Posted by danpaul88 on Wed, 09 Aug 2006 14:51:59 GMT
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brenbot can run without gamelog on..

just create a gamelog2.txt file in your renegadefds\server folder, and save it with nothing in. Then load brenbot and once its loaded to irc type !set gamelog off.

Subject: Re: mIRc Scripts
Posted by SODPaddy on Wed, 09 Aug 2006 14:55:51 GMT
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!set gamelog off ?

Subject: Re: mIRc Scripts

Posted by Nightma12 on Wed, 09 Aug 2006 14:56:40 GMT
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or run NR..... in which u dont have to fiddle about with any of that stuff at all, lol

Subject: Re: mIRc Scripts
Posted by SODPaddy on Wed, 09 Aug 2006 15:01:58 GMT
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NR has much advertisement...

Subject: Re: mIRc Scripts
Posted by Nightma12 on Wed, 09 Aug 2006 15:45:30 GMT
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you can remove ALL of them from autorotate.... lol cept for one small line that is added to the end
of autorotate automatically, is it THAT hard to have it there? lol

it dousnt cost that much to have it removed anyway, lol

Subject: Re: mIRc Scripts
Posted by Zion on Wed, 09 Aug 2006 15:46:37 GMT
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£10 for me.

Subject: Re: mIRc Scripts
Posted by Nightma12 on Wed, 09 Aug 2006 15:48:10 GMT
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thats coz u wanted a load of other stuff changed as well lol and u wanted the [NR] tag changed

but yeah, this isnt ad advertising scheme for me. so this is gonna be my lsat post

Subject: Re: mIRc Scripts
Posted by AmunRa on Thu, 10 Aug 2006 17:22:43 GMT
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Thats the one thing I always hated about you and your bot nightma, too much advertising for your

hosting. Its just downright annoying.

Subject: Re: mIRc Scripts
Posted by Nightma12 on Thu, 10 Aug 2006 19:15:15 GMT
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one block of text added to the end of autorotate... lol

Subject: Re: mIRc Scripts
Posted by danpaul88 on Thu, 10 Aug 2006 19:20:45 GMT
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what, you use NR for advertising?

Subject: Re: mIRc Scripts
Posted by AmunRa on Thu, 10 Aug 2006 20:39:46 GMT
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That and all the built in all out aow ads. You know the pics in the program.

Subject: Re: mIRc Scripts
Posted by Zion on Thu, 10 Aug 2006 21:51:06 GMT
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I hardily ever notice them.