Subject: Sounds like in irc but instead in C++
Posted by Distrbd21 on Thu, 17 May 2012 06:20:07 GMT
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OK so I am a noob at C++.
How do I start it off?

I want it like in irc where if someone say's hi it will play a sound.

Subject: Re: Sounds like in irc but instead in C++
Posted by bmruze on Thu, 17 May 2012 17:12:36 GMT
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Your best bet would be to use google to find what you're looking for. There are tons of websites that discuss mIRC scripting. The site below is one where someone asks the same general question that you did.

http://forums.mirc.com/ubbthreads.php/ubb/showflat/Number/236762/page/3

Also, c++ and mIRC scripting are unrelated, although they can be used in conjunction. Much like the ren code can interact with it.

Subject: Re: Sounds like in irc but instead in C++
Posted by iRANian on Thu, 17 May 2012 18:38:43 GMT
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download the sounds plugin i ported to 4.0 from exeric's ssgm 2.0.2 release

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Subject: Re: Sounds like in irc but instead in C++
Posted by Distrbd21 on Thu, 17 May 2012 20:15:05 GMT
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I'm not looking to scripted it in irc I'm looking to do it in the servers scripts.dll the ssgm version.

And my server does not run 4.0, but I will try to find that thanks, can I get a link to that source please I can't seem to find it.. EDIT nvm found the release.

EDIT: And btw not trying to sound like a dick but I don't post unless I can't find it in google...

Subject: Re: Sounds like in irc but instead in C++
Posted by iRANian on Thu, 17 May 2012 20:38:35 GMT
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that shouldn't matter, HashTemplateClass isn't available pre-4.0 though so you'll have to use your own hash map class or something slow