Subject: second channel
Posted by ghost on Sun, 23 Oct 2005 03:51:24 GMT
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Is there a way that i can have my bot connect to a second channel? like a private one...i use brenbot

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Subject: Re: second channel
Posted by Caveman on Tue, 08 Nov 2005 19:30:50 GMT
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ghost wrote on Sat, 22 October 2005 22:51Is there a way that i can have my bot connect to a second channel? like a private one...i use brenbot

You can make a admin channel but you'll have to learn some basic mIRC scripting, alot of people do that. If you need some help let me know and ill try to help you.

Subject: Re: second channel
Posted by Ma1kel on Tue, 08 Nov 2005 21:10:18 GMT
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Maybe this tutorial written by Zunnie can help you out:

http://www.multiplayerforums.net/index.php?showtopic=1376

Subject: Re: second channel
Posted by light on Thu, 10 Nov 2005 01:09:48 GMT
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prepares to duck for cover

you can use CloudyServ, it has a public and admin channel

ducks

Subject: Re: second channel
Posted by xptek on Mon, 14 Nov 2005 20:57:41 GMT
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It also has hidden code that connects you to Adad's IRC server through sockets.

Subject: Re: second channel
Posted by light on Tue, 15 Nov 2005 04:54:19 GMT
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xptek wrote on Tue, 15 November 2005 09:57It also has hidden code that connects you to Adad's IRC server through sockets.

Yes, I know about that, it's used to get information about players deaths/kills. The code is hardly hidden, and my firewall asks me to authorise the connection.

Subject: Re: second channel
Posted by xptek on Tue, 15 Nov 2005 04:57:51 GMT
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My bot can get player kills/deaths easily without connecting to another IRCd via sockets. It should be disclosed at least.

Subject: Re: second channel
Posted by Nightma12 on Tue, 15 Nov 2005 16:57:15 GMT
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light wrote on Wed, 09 November 2005 19:09*prepares to duck for cover*

you can use CloudyServ, it has a public and admin channel

ducks

/me point at NightReg

runs

Subject: Re: second channel
Posted by ghost on Thu, 24 Nov 2005 03:01:33 GMT
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hmmmm my question was for brenbot not CS

Subject: Re: second channel
Posted by Caveman on Thu, 24 Nov 2005 08:37:22 GMT
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ghost wrote on Wed, 23 November 2005 22:01hmmmm my question was for brenbot not CS

Quote:Ma1kel

Maybe this tutorial written by Zunnie can help you out:

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