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Mirc script comment

[illegible]

one of them and type //echo \$chan \$chan. The effect of this action is printed in the current channel (the first event of the \$chan)to the right name of the current channel (evalutate by the second \$chan). Now go to another channel and follow the same command. Note that you still receive the channel name. This is because\$chan re-evaluates every time a script occurs. Built-in identifiers[editable] Built-in identifiers are identifiers encoded to mIRC. There are dozens of built-in identifiers, but some of the most used are \$nick, \$chan, \$me, \$1 and \$+. Identifiers built-in mIRC have priority over custom ones and cannot be changed or recoded, unlike built-in commands. Custom identifiers[edit] A custom identifier is an alias that can return a value. Custom identifiers are a common alias, but are used differently. They are called the same \$ prefix as the usual identifiers, not the /prefix used for calling as a team. alias addnum { if (\$\$1 isnum) && (\$2 isnum) { return \$calc(\$1 + \$2) } } The script restarts for the first time to verify that both parameters are the correct numbers. Then it returns the value of the two numbers added together. Value. the way to use this is //echo -a \$addnum(n1,n2). If you text as a team, nothing happens. /addnum 1 2 returns value 3, but nothing will be displayed because it returns the value instead of replicating it. However, you can change this by using an identifier \$isid. alias addnum { if (\$\$1 isnum) && (\$2 isnum) { \$iif(\$isid,return,echo) \$calc(\$1 + \$2) } } \$isid returns \$true if the alias was called as \$addnum and \$false if it was called as an alias /addnum. Together with another identifier, \$iif, we can determine \$isid \$true \$false or not, and take action based on what the result is. If \$isid true, it means that the addnum has been called as an identifier and returns the value. If \$isid is incorrect, then the addnum has been called an alias and will replicate the value on the screen. Try the team in both directions now with 1 and 2. Both times you should get 3 custom properties[edit] You may notice that some identifiers have properties. For example, if you insert //echo -a \$chan(1).topic, the theme of the first channel you're on the screen will appear. .topic is an identifier property. You can also add properties to identifiers. alias addnum { if (\$\$1 isnum) && (\$2 isnum) { \$iif(\$isid,return,echo) \$iif(\$prop == neg,\$calc(-1 * (\$1 + \$2)),\$calc(\$1 + \$2)) } Again, using \$iif, we can check the identifier property. If you use the //echo -a \$addnum(1.2).neg command, you will receive -3 instead of return 3. This is because the .neg property was used with \$addnum. Note: MIRC built-in identifiers will take preceded by custom identifiers with the same name. You cannot restart the script \$chan return 42. mIRC will still return the name of the channel you are using. [edit] Comments are a very important part of coding when your scripts start to get very large and complex. Hopefully tomorrow you will remember what your code did last night, but can you say you'll remember what the code line should do six months from now? Comments are code lines that are ignored by an mIRC translator and can be used to remind you what a particular part of the script is doing. Here's what the last example might look like if we commented on it. [edit] nickname addnum { ; Are the \$1 and \$2 numbers? if (\$\$1 isnum) & (\$\$2 isnum) { ; Has the addnum been called as a command or as an identifier? ; Should the number be negative? \$iif(\$isid,return,echo) \$iif(\$prop == neg,\$calc(-1 * (\$1 + \$2)),\$calc(\$1 + \$2)) } ; End of code } All comments in this code were comments from one line. One-line comments begin or ; or // and a blank space, then a comment. We were also easy to use // comments in this scenario instead of . All comments in one line end at the end of the line from which they begin. [edit] Multiline comments include Lines. They start wherever the code is / and ends where it is in the /*code. alias addnum { /* Are \$1 and \$2 numbers? Addnum has been called as a team or Should the number be negative? */ if (\$1 isnum) & (\$2 isnum) { \$iif(\$isid,return,echo) \$iif(\$prop == neg,\$calc(-1 * (\$1 + \$2)),\$calc(\$1 + \$2)) } } using multiple lines of comments, we achieved the same effect as one line of comments, but in one multi-line comment. Command prefixes[edit] There are three types of prefixes that are in front of commands and one prefix placed against identifiers, variables, and operators. Prefix prefix command What it does Example // Forces mIRC to evaluate identifiers and variables at a command prompt. echo -a \$chan . Mutes output from commands. such as /timer. /timer 1 1 echo -a hi! Forces mIRC to use the original command instead of any alias. /msg \$chan hi Control Codes prefix What it does Sample! Is the same as saying if (%var/\$id == \$null). Can also be used means NO; e.g. if (b)isnum). if (!%var) Control codes[edit] Control codes are special characters that are placed in text to modify the appearance of text. Identifier/variable/operator prefixes code effect text example Ctrl + K changes the color of the text. 9 This is the green text. It's not. produces: It's green text. It's not. Ctrl+B The font becomes highlighted. This is bold text. It's not. produces: It's bold text. It's not. Ctrl+U Underline the font. This text is underlined. It's not Ctrl+O makes text after code, but against another control code in plain text. It's plain text. It's not. produces: It's plain text. That's not the case. If you've done it away, congratulations for being through this long chapter! Now you can make some basic mIRC scenarios, and you should understand some of the concepts required for scripting. If you are ready, you can go to the next section. Back to top

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