(571, 'Dagaswolf', 39, '206.140.121.194', NULL, 'what you will need to do is copy everything between the "[code]" markers into a file called "AardDoubleNotifyer.xml"\n\nthen goto your plugins section under "FILE" and add that xml file. works great!!!\n\n\n[CODE]\n<?xml version="1.0" encoding="iso-8859-1"?>\n<!DOCTYPE muclient>\n<!-- Saved on Tuesday, September 23, 2008, 6:09 PM -->\n<!-- MuClient version 4.33 -->\n\n<!-- Plugin "AardDoubleNotifyer" generated by Plugin Wizard -->\n\n<muclient>\n<plugin\n name="AardDoubleNotifyer"\n author="Dagaswolf-Of-Loqui"\n id="18b68dc3f55e4e7fc0c79266"\n language="Lua"\n save\_state="y"\n date\_written="2008-09-23 18:07:11"\n requires="4.33"\n version="1.0"\n >\n\n</plugin>\n\n\n<!-- Get our standard constants -->\n\n<include name="constants.lua"/>\n\n<!-- Triggers -->\n\n<triggers>\n <trigger\n enabled="y"\n group="DOUBLE-INFO"\n match="Below the flare, you hear \* scream ''\*''"\n script="double\_start"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n group="DOUBLE-INFO"\n match="INFO: 1 minute remaining of bonus experience."\n script="double\_1min"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n group="DOUBLE-INFO"\n match="INFO: 5 minutes remaining of bonus experience."\n script="double\_5min"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n group="DOUBLE-INFO"\n match="INFO: Bonus experience has now expired."\n script="double\_end"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n group="DOUBLE-INFO"\n match="Monsters Killed : [\*] Times Killed : [\*]"\n script="double\_kills\_update"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n expand\_variables="y"\n group="DOUBLE-INFO"\n match="The Revolution gives you \* gold coins for the \*."\n script="double\_gold\_sac\_update"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n group="DOUBLE-INFO"\n match="You are taxed \* gold coins by your clan."\n script="double\_taxed\_update"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n group="DOUBLE-INFO"\n match="\* crumbles into \* gold pieces."\n script="double\_extra\_gold\_update"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n group="DOUBLE-INFO"\n match="You get \* gold coins from the \* corpse of \*."\n script="double\_gold\_update"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n group="DOUBLE-INFO"\n match="You receive \* bonus experience points in honor of \* reaching superhero."\n script="double\_exp\_update\_noempathy"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n group="DOUBLE-INFO"\n match="You receive \* experience points."\n script="double\_exp\_update\_noempathy"\n sequence="100"\n >\n </trigger>\n</triggers>\n\n<!-- Variables -->\n\n<variables>\n <variable name="double\_end\_kills"> 13080</variable>\n <variable name="double\_taxed">0</variable>\n <variable name="double\_start\_kills"> 13080</variable>\n <variable name="double\_gold">0</variable>\n <variable name="temp\_double\_exp">0</variable>\n <variable name="double\_active">0</variable>\n <variable name="double\_levels">0</variable>\n <variable name="double\_exp">0</variable>\n</variables>\n\n<!-- Script -->\n\n\n<script>\n<![CDATA[\nfunction double\_start(name,trig\_line,wildcards)\n--Below the flare, you hear DagasWolf scream ''HEAR ME FOR I HAVE CONQUERED!''\n--As the light fades you realize a new superhero has been born.\n local user = wildcards[1]\n local double\_active = GetVariable("double\_active")\n if (double\_active ~= 1) then\n SetVariable("double\_active", 1)\n SetVariable("double\_exp", 0)\n SetVariable("double\_gold", 0)\n SetVariable("double\_levels", 0)\n SetVariable("double\_start\_kills", 0)\n SetVariable("double\_end\_kills", 0)\n SetVariable("double\_taxed", 0)\n Send("whois")\n Send("gt @MWWWEEEEE HHHHHAAAAAAAVVVVVEEEEEE AAAAAA DDDDDDOOOOOOUUUUUBBBBBBBLLLLLLEEEEEEE!!!!!!")\n Send("tell ".. user .." congratz!!! @r:@w:@y:@WLOQUI@y:@w:@r: @cthanks you for your success!!!")\n else\n Send("gt @WDOUBLE COUNTERS BEING RESET!!!@w")\n SetVariable("double\_active", 1)\n SetVariable("double\_exp", 0)\n SetVariable("double\_gold", 0)\n SetVariable("double\_levels", 0)\n SetVariable("double\_start\_kills", 0)\n SetVariable("double\_end\_kills", 0)\n SetVariable("double\_taxed", 0)\n Send("tell ".. user .." congratz!!! @r:@w:@y:@WLOQUI@y:@w:@r: @cthanks you for your success!!!")\n end\nend -- function "double\_start"\n\nfunction double\_5min(name,trig\_line,wildcards)\n--INFO: 5 minutes remaining of bonus experience.\n Send("gt @G---DOUBLE EXPERIENCE TIME IS @R5 @GMINUTES!!!---@w")\nend -- function "double\_5min"\n\nfunction double\_1min(name,trig\_line,wildcards)\n--INFO: 1 minute remaining of bonus experience.\n Send("gt @M---DOUBLE EXPERIENCE TIME IS @R1 @MMINUTES!!!---@w")\nend -- function "double\_1min"\n\nfunction double\_end(name,trig\_line,wildcards)\n--INFO: Bonus experience has now expired.\n local double\_active = GetVariable("double\_active")\n SetVariable("double\_active", 0)\n Send("whois")\n Send("gt @W---DOUBLE EXPERIENCE TIME IS UP---@w")\n double\_end\_output()\nend -- function "double\_end"\n\nfunction double\_exp\_update\_noempathy(name,trig\_line,wildcards)\n--You receive 0 experience points.\n local temp\_double\_active = GetVariable("double\_active")\n local temp\_double\_exp = GetVariable("double\_exp")\n local double\_new\_exp = wildcards[1]\n --local double\_new\_exp\_bonus = wildcards[2]\n \n if (temp\_double\_active == "1") then\n temp\_double\_exp = ((temp\_double\_exp + double\_new\_exp)) -- + double\_new\_exp\_bonus)\n SetVariable("double\_exp", temp\_double\_exp)\n else\n SetVariable("double\_exp", 0)\n end\nend -- function "double\_exp\_update"\n\nfunction double\_gold\_update(name,trig\_line,wildcards)\n--You get 1 gold coin from the smashed corpse of the old gardener.\n local temp\_double\_active = GetVariable("double\_active")\n local temp\_double\_gold = GetVariable("double\_gold")\n local double\_new\_gold = wildcards[1]\n double\_new\_gold = string.gsub(double\_new\_gold, ",", "")\n \n if (temp\_double\_active == "1") then\n temp\_double\_gold = ((temp\_double\_gold + double\_new\_gold))\n SetVariable("double\_gold", temp\_double\_gold)\n else\n SetVariable("double\_gold", 0)\n end\nend -- function "double\_gold\_update"\n\nfunction double\_gold\_sac\_update(name,trig\_line,wildcards)\n--The Revolution gives you 2 gold coins for the smashed corpse of the old gardener.\n local temp\_double\_active = GetVariable("double\_active")\n local temp\_double\_gold = GetVariable("double\_gold")\n local double\_new\_gold = wildcards[1]\n double\_new\_gold = string.gsub(double\_new\_gold, ",", "")\n \n if (temp\_double\_active == "1") then\n temp\_double\_gold = (temp\_double\_gold + double\_new\_gold)\n SetVariable("double\_gold", temp\_double\_gold)\n else\n SetVariable("double\_gold", 0)\n end\nend -- function "double\_gold\_sac\_update"\n\nfunction double\_extra\_gold\_update(name,trig\_line,wildcards)\n--A leather halter crumbles into 4,000 gold pieces.\n local temp\_double\_active = GetVariable("double\_active")\n local temp\_double\_gold = GetVariable("double\_gold")\n local double\_new\_gold = wildcards[2]\n double\_new\_gold = string.gsub(double\_new\_gold, ",", "")\n \n if (temp\_double\_active == "1") then\n temp\_double\_gold = (temp\_double\_gold + double\_new\_gold)\n SetVariable("double\_gold", temp\_double\_gold)\n else\n SetVariable("double\_gold", 0)\n end\nend -- function "double\_extra\_gold\_update"\n\nfunction double\_taxed\_update(name,trig\_line,wildcards)\n--You are taxed 94 gold coins by your clan.\n local temp\_double\_active = GetVariable("double\_active")\n local temp\_double\_taxed = GetVariable("double\_taxed")\n local new\_double\_taxed = wildcards[1]\n new\_double\_taxed = string.gsub(new\_double\_taxed, ",", "")\n \n if (temp\_double\_active == "1") then\n temp\_double\_taxed = (temp\_double\_taxed + new\_double\_taxed)\n SetVariable("double\_taxed", temp\_double\_taxed)\n else\n SetVariable("double\_taxed", 0)\n end\nend --function "double\_taxed\_update"\n\nfunction double\_kills\_update(name,trig\_line,wildcards)\n--Monsters Killed : [ 13056] Times Killed : [ 69]\n local temp\_double\_active = GetVariable("double\_active")\n local temp\_double\_kills = wildcards[1]\n \n if (temp\_double\_active == "1") then\n SetVariable("double\_start\_kills", temp\_double\_kills)\n else\n SetVariable("double\_end\_kills", temp\_double\_kills)\n end\nend -- function "double\_kills\_update"\n\nfunction double\_end\_output()\n-- this is called by the function that changes the "is-active" to no...\n local temp\_double\_exp = GetVariable("double\_exp")\n local temp\_double\_gold = GetVariable("double\_gold")\n local temp\_double\_taxed = GetVariable("double\_taxed")\n local temp\_double\_start\_kills = GetVariable("double\_start\_kills")\n local temp\_double\_end\_kills = GetVariable("double\_end\_kills")\n local temp\_double\_levels = GetVariable("double\_levels")\n \n temp\_double\_kills = (temp\_double\_end\_kills - temp\_double\_start\_kills)\n \n Send("gt @gDOUBLE STATS: @GLevels Gained: @C(@W".. temp\_double\_levels .."@C) @GNumber of Kills: @C(@R".. temp\_double\_kills .."@C) @GExperience Earned: @C(@M".. temp\_double\_exp .."@C) @GAmount of Gold Retrieved: @C(@Y".. temp\_double\_gold .."@C) @w")\nend -- function "double\_end\_output"\n--Send("echo inside IF -- new exp = ".. double\_new\_exp)\n--Send("echo inside IF -- temp\_double\_active = ".. temp\_double\_active)\n--You raise a level! You are now level 143.\n]]>\n</script>\n\n\n</muclient>[/code]', 0, 1222263824, NULL, NULL, 280),