(1060, 'littleman', 46, '76.3.214.157', NULL, 'Copy and paste everything below the dashed line into a notepad page. Then save it as "filename.xml". Then go into mush and click "file", "plugins" then "add". Find the filename of the script and double click it. It should work from there. Simply type "study" to see the script in action.\n\n--------------------------------------------------------------------------\n\n\n<?xml version="1.0" encoding="iso-8859-1"?>\n<!DOCTYPE muclient>\n<!-- Saved on Saturday, September 05, 2009, 8:49 PM -->\n<!-- MuClient version 4.43 -->\n\n<!-- Plugin "ExpRatio" generated by Plugin Wizard -->\n\n<!--\nCreated 2009-09-05\n-->\n\n<muclient>\n<plugin\n name="ExpRatio"\n author="Rathik"\n id="dbd949cbab614e46a8950cf1"\n language="Lua"\n purpose="Calculates and displays your experience per second from combat in Aardwolf"\n date\_written="2009-09-05 20:47:44"\n requires="4.00"\n version="1.0"\n >\n\n</plugin>\n\n\n<!-- Triggers -->\n\n<triggers>\n <trigger\n match="^You receive (\\d+)\\+?(\\d+)? experience points?\\.$"\n name="on\_experience"\n regexp="y"\n script="on\_experience"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="y"\n lines\_to\_match="2"\n keep\_evaluating="y"\n match="^{stats}(?&lt;current\_str&gt;\\d+)/(?&lt;base\_str&gt;\\d+),(?&lt;current\_int&gt;\\d+)/(?&lt;base\_int&gt;\\d+),(?&lt;current\_wis&gt;\\d+)/(?&lt;base\_wis&gt;\\d+),(?&lt;current\_dex&gt;\\d+)/(?&lt;base\_dex&gt;\\d+),(?&lt;current\_con&gt;\\d+)/(?&lt;base\_con&gt;\\d+),(?&lt;current\_luck&gt;\\d+)/(?&lt;base\_luck&gt;\\d+),(?&lt;hp&gt;\\d{1,3}),(?&lt;mana&gt;\\d{1,3}),(?&lt;moves&gt;\\d{1,3}),(?&lt;hr&gt;\\d+),(?&lt;dr&gt;\\d+),You are .\*?\\.,(?&lt;enemy\_hp&gt;\\d+),(?&lt;current\_hp&gt;\\d+)/(?&lt;max\_hp&gt;\\d+),(?&lt;current\_mana&gt;\\d+)/(?&lt;max\_mana&gt;\\d+),(?&lt;current\_moves&gt;\\d+)/(?&lt;max\_moves&gt;\\d+),(?&lt;gold&gt;\\d+),(?&lt;qp&gt;\\d+),(?&lt;tp&gt;\\d+),(?&lt;align&gt;-?\\d+),(?&lt;tnl&gt;\\d+),(?&lt;level&gt;\\d+),(?&lt;position&gt;\\d+)"\n omit\_from\_log="y"\n omit\_from\_output="y"\n regexp="y"\n script="on\_statmon"\n sequence="20"\n >\n </trigger>\n <trigger\n enabled="y"\n match="^You flee from combat!$"\n name="on\_flee"\n regexp="y"\n script="on\_flee"\n sequence="100"\n >\n </trigger>\n <trigger\n enabled="n"\n match="^You get (.\*) gold coins from the (.\*) corpse of (.\*)$"\n name="on\_gold"\n regexp="y"\n script="on\_gold"\n sequence="100"\n >\n </trigger>\n</triggers>\n\n<!-- Aliases -->\n\n<aliases>\n <alias\n script="on\_attack"\n match="^ \*(?:k|ki|kil|kill|bs|ba|bac|back|backs|backst|backsta|backstab) .+$"\n enabled="y"\n regexp="y"\n send\_to="12"\n sequence="100"\n >\n <send>Send("%0")</send>\n </alias>\n</aliases>\n\n<!-- Script -->\n\n\n<script>\n<![CDATA[\nlocal combat\_start\_time\nlocal in\_combat = false\n\nfunction on\_attack(sName, sLine, wildcards)\n if not in\_combat then\n combat\_start()\n end -- if\nend -- function\n\nfunction on\_statmon(sName, sLine, wildcards)\n local position = tonumber(wildcards.position)\n if position == 4 then\n -- In combat\n if not in\_combat then\n combat\_start()\n end -- if\n EnableTrigger(''on\_experience'', true)\n EnableTrigger(''on\_gold'', true)\n else\n -- Not in combat\n EnableTrigger(''on\_experience'', false)\n EnableTrigger(''on\_gold'', false)\n in\_combat = false\n end -- if\nend -- function\n\nfunction on\_experience(sName, sLine, wildcards)\n local experience\n local combat\_duration\n \n EnableTrigger(''on\_experience'', false)\n \n in\_combat = false\n if combat\_start\_time == nil then\n return\n end -- if\n \n combat\_duration = os.clock() - combat\_start\_time\n \n experience = tonumber(wildcards[1])\n if wildcards[2] ~= nil and wildcards[2] and wildcards[2]~="" then\n -- exprate wish\n \n experience = experience + tonumber(wildcards[2])\n end -- if\n \n -- The following line is the line you change if you want to change the channel, colors, etc.\n -- Send("gtell I gained " .. round(experience/combat\_duration,2) .. " exp/sec.")\n \n -- However, I think sending this to the MUD is somewhat spammy, so I personally prefer use the following:\n -- Uncomment the line below beginning with "ColourNote" and comment the line above beginning with "Send" to change this.\n ColourNote("yellow", "black", "I gained " .. round(experience/combat\_duration,2) .. " exp/sec.") \nend -- function\n\nfunction on\_gold(sNale, sLine, wildcards)\n

local gold\n local combat\_duration\n EnableTrigger(''on\_gold'', false)\n if combat\_start\_time == nil then\n return\n end\n\n combat\_duration = os.clock() - combat\_start\_time\n gold = string.gsub(wildcards[1], ",", "")\n\n ColourNote("yellow", "black", "I gained " .. round(gold/combat\_duration,2) .. " gold/sec.") \n \nend\n \n\nfunction on\_flee(sName, sLine, wildcards)\n combat\_abort()\nend -- function\n\nfunction combat\_start()\n combat\_start\_time = os.clock()\n in\_combat = true\nend -- function\n\nfunction combat\_abort()\n EnableTrigger(''on\_experience'', false)\n EnableTrigger(''on\_gold'', false)\n in\_combat = false\nend -- function\n\n-- http://lua-users.org/wiki/SimpleRound\nfunction round(num, idp)\n local mult = 10^(idp or 0)\n return math.floor(num \* mult + 0.5) / mult\nend -- function\n]]>\n</script>\n\n\n</muclient>', 0, 1306101121, NULL, NULL, 490),