(994, 'littleman', 46, '76.3.208.90', 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. To see the script in action simply blind yourself. "cast 6 self"\n\n--------------------------------------------------------------------------\n\n<?xml version="1.0" encoding="iso-8859-1"?>\n<!DOCTYPE muclient>\n<!-- Saved on Monday, March 28, 2011, 3:29 PM -->\n<!-- MuClient version 4.71 -->\n\n<!-- Plugin "Highlight3" generated by Plugin Wizard -->\n\n<muclient>\n<plugin\n name="Highlight3"\n author="Littleman"\n id="abea1ca2f805019f7d81d49b"\n language="Lua"\n purpose="highlights important combat messages"\n save\_state="y"\n date\_written="2011-03-28 15:27:24"\n requires="2.00"\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="pk(aim)"\n match="\* switches targets and begins to attack \*!"\n send\_to="12"\n sequence="100"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Gray", "black", "%1 AIMS %2")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(web)"\n ignore\_case="y"\n match="\* is trapped in \* web."\n send\_to="12"\n sequence="100"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Gray", "black", "%1 IS TRAPPED IN %2 WEB!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")\n</send>\n </trigger>\n <trigger\n enabled="y"\n group="Pk(web)"\n match="You are trapped in an invisible web!"\n send\_to="12"\n sequence="100"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Red", "black", "You are Webbed!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : : ")\n</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(web)"\n match="\* is trapped in your web.\*"\n send\_to="12"\n sequence="100"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Green", "black", "%1 IS Webbed!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")\n</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(web)"\n match="The web that traps you dissolves!"\n send\_to="12"\n sequence="100"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Green", "black", "You dissolve your web!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")\n</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(blind)"\n match="You blind \*."\n send\_to="12"\n sequence="97"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Green", "black", "YOU BLIND %1!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(rescue)"\n match="\* rescues you!"\n send\_to="12"\n sequence="98"\n sound="C:\\Windows\\Media\\ding.wav"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Green", "black", "%1 RESCUED ME!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(enrage)"\n match="\* gets a raged look in \* eyes."\n send\_to="12"\n sequence="99"\n >\n <send>ColourTell("black", "green", ": : : : : ")\nColourTell("black", "green", ": : : : : ")\nColourTell("black", "green", ": : : : : ")\nColourTell("Gray", "black", "%1 has ENRAGED!!!")\nColourTell("black", "green", ": : : : : ")\nColourTell("black", "green", ": : : : : ")\nColourNote("black", "green", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(web)"\n match="\* is trapped in \* own web."\n send\_to="12"\n sequence="100"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Gray", "black", "%1 is trapped in %2 own web.!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")\n</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(blind)"\n match="\* is no longer blinded."\n send\_to="12"\n sequence="99"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("red", "black", "%1 IS NO LONGER BLINDED!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(rescue)"\n match="\* rescues \*!"\n send\_to="12"\n sequence="99"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("red", "black", "%1 RESCUED %2!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(aim)"\n match="\* switches targets and begins to attack you!"\n send\_to="12"\n sequence="99"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("red", "black", "%1 AIMED ME!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(blind)"\n match="You are blinded."\n send\_to="12"\n sequence="99"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("red", "black", "YOU ARE BLINDED!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(blind)"\n match="You can see again."\n send\_to="12"\n sequence="99"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Green", "black", "YOU CAN SEE AGAIN!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="raid"\n match="\* is greatly healed by \* magic touch."\n omit\_from\_output="y"\n send\_to="12"\n sequence="100"\n >\n <send>ColourTell("green", "green", ": : : : : ")\nColourTell("yellow", "yellow", ": : : : : ")\nColourTell("green", "green", ": : : : : ")\nColourTell("red", "black", "%2 incomplete healing is landing on %1!!!")\nColourTell("green", "green", ": : : : : ")\nColourTell("yellow", "yellow", ": : : : : ")\nColourNote("green", "green", ": : : : :")\n\n</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(rescue)"\n match="You rescue \*!"\n send\_to="12"\n sequence="99"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Green", "black", "YOU RESCUED %1!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(aim)"\n keep\_evaluating="y"\n match="You switch targets and direct your attacks at \*"\n send\_to="12"\n sequence="99"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("Green", "black", "YOU AIM %1!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")\n</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(blind)"\n match="\* appears to be blinded."\n send\_to="12"\n sequence="100"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("green", "black", "%1 IS BLINDED!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")\n\n</send>\n </trigger>\n <trigger\n enabled="y"\n group="raid"\n match="\* gives an envenomed thorn to \*."\n send\_to="12"\n sequence="100"\n >\n <send>ColourTell("blue", "red", "%1 gives an envenomed thorn to %2")</send>\n </trigger>\n <trigger\n enabled="y"\n group="pk(web)"\n ignore\_case="y"\n match="The web holding \* dissolves away."\n send\_to="12"\n sequence="100"\n >\n <send>ColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("red", "black", "%1 IS NO LONGER WEBBED!!!")\nColourTell("black", "yellow", ": : : : : ")\nColourTell("black", "yellow", ": : : : : ")\nColourNote("black", "yellow", ": : : : :")</send>\n </trigger>\n <trigger\n enabled="y"\n group="raid"\n match="\* scrawls some graffiti in the room."\n sequence="100"\n >\n <send>gtell @r ATTENTION: @Y%1 scrawls some graffiti in the room.</send>\n </trigger>\n</triggers>\n\n</muclient>', 0, 1302660978, NULL, NULL, 461),