Posted by 'littleman'

This script will determine your level and check the output of "stats" to determine how many more stats you need to be overmax or how overmax you already are in each stat. To use this copy everything below the dashed line into a .xml file the load the plugin.

-----------------------------------------------------------

<?xml version="1.0" encoding="iso-8859-1"?>

<!DOCTYPE muclient>

<!-- Saved on Tuesday, January 10, 2012, 6:07 PM -->

<!-- MuClient version 4.81 -->

<!-- Plugin "Stat\_checker" generated by Plugin Wizard -->

<muclient>

<plugin

name="Stat\_checker2"

author="Littleman"

id="c5278c1f00bb4eef6f6a55ea"

language="Lua"

purpose="Checks stats and informs user how much too many or how many more stats the user needs in each stat."

save\_state="y"

date\_written="2012-01-10 18:05:18"

requires="4.01"

version="1.0"

>

</plugin>

<!-- Get our standard constants -->

<include name="constants.lua"/>

<script>

<![CDATA[

local Cstr, Cint, Cwis, Cdex, Ccon, Cluck, Nstr, Nint, Nwis, Ndex, Ncon, Nluck, level, Tstr, Tint, Twis, Tdex, Tcon, Tluck

function function\_one(name, line, wildcards)

Cstr = tonumber(wildcards[1])

Cint = tonumber(wildcards[2])

Cwis = tonumber(wildcards[3])

Cdex = tonumber(wildcards[4])

Ccon = tonumber(wildcards[5])

Cluck = tonumber(wildcards[6])

end

function function\_two(name, line, wildcards)

Nstr = tonumber(wildcards[1])

Nint = tonumber(wildcards[2])

Nwis = tonumber(wildcards[3])

Ndex = tonumber(wildcards[4])

Ncon = tonumber(wildcards[5])

Nluck = tonumber(wildcards[6])

end

function function\_three(name, line, wildcards)

level=tonumber(wildcards[1])

end

function function\_four(name, line, wildcards)

Tstr = tonumber(wildcards[1])

Tint = tonumber(wildcards[2])

Twis = tonumber(wildcards[3])

Tdex = tonumber(wildcards[4])

Tcon = tonumber(wildcards[5])

Tluck = tonumber(wildcards[6])

if level<25 then

level=25

end

if level==201 then

level=200

end

local Mcon=Ncon+Ccon+level

local Gcon=Tcon-Mcon

local Mdex=Ndex+Cdex+level

local Gdex=Tdex-Mdex

local Mstr=Nstr+Cstr+level

local Gstr=Tstr-Mstr

local Mwis=Nwis+Cwis+level

local Gwis=Twis-Mwis

local Mint=Nint+Cint+level

local Gint=Tint-Mint

local Mluck=Nluck+Cluck+level

local Gluck=Tluck-Mluck

if Gstr>0 then

ColourTell("lime", "",string.sub(" "..Gstr, -20) )

else

ColourTell("red", "",string.sub(" "..Gstr, -20))

end

if Gint>0 then

ColourTell("lime", "",string.sub(" "..Gint, -7))

else

ColourTell("red", "",string.sub(" "..Gint, -7))

end

if Gwis>0 then

ColourTell("lime", "",string.sub(" "..Gwis, -7))

else

ColourTell("red", "",string.sub(" "..Gwis, -7))

end

if Gdex>0 then

ColourTell("lime", "",string.sub(" "..Gdex, -7))

else

ColourTell("red", "",string.sub(" "..Gdex, -7))

end

if Gcon>0 then

ColourTell("lime", "",string.sub(" "..Gcon, -7))

else

ColourTell("red", "",string.sub(" "..Gcon, -7))

end

if Gluck>0 then

ColourTell("lime", "",string.sub(" "..Gluck, -8))

else

ColourTell("red", "",string.sub(" "..Gluck, -8))

end

end

]]>

</script>

<!-- Triggers -->

<triggers>

<trigger

enabled="y"

group="Stat\_checker"

match="Natural : \* \* \* \* \* \* \*"

script="function\_two"

sequence="100"

>

</trigger>

<trigger

enabled="y"

group="Stat\_checker"

match="Class Bonus : \* \* \* \* \* \* \*"

script="function\_one"

sequence="100"

>

</trigger>

<trigger

enabled="y"

group="Stat\_checker"

match="You are level \*."

omit\_from\_output="y"

script="function\_three"

sequence="100"

>

</trigger>

<trigger

enabled="y"

group="Stat Checker"

match=" : \* \* \* \* \* \* \*"

script="function\_four"

sequence="100"

>

</trigger>

</triggers>

<!-- Aliases -->

<aliases>

<alias

match="stats"

enabled="y"

group="Stat\_checker"

omit\_from\_log="y"

omit\_from\_output="y"

sequence="100"

>

<send>level

stats</send>

</alias>

</aliases>

</muclient>------