

JMC Nembot in JMC Actions

Written by Nemesis
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As you may or may not know, you cannot put in JMC actions NemBot commands like /load bayeast. Reason is because it's not keyboard input, and jmc doesn't interperate that. So as of v2.0 of NemBot, i made it fairly simple for JMC actions to trigger NemBot events.

To load a nembot script use the command:

```
#scr {nembot_load("fen1");}
```

Replace fen1 with the name of the script you want to load, that's just an example.

To start a nembot script use this command:

```
#scr {nembot_begin();}
```

To stop a nembot script use this command:

```
#scr {nembot_end();}
```

To pause a nembot script use this command:

```
#scr {nembot_pause();}
```

To change the current move or shortcut, use this command:

```
#scr {nembot_setmove(id);}
```

id can either be an integer, or a shortcut string.

To change the attack you're currently using:

```
#scr {nembot_vars['config']['attack'] = "kill";}
```

Here is a list of nembot variables for the config that you can use in the same way above.

CODE

```
nembot_vars['config']['prompt'] = '^/[H:(\d+)\V(\d+)\]\s?\[M:(\d+)\V(\d+)\]\s?\[E:(\d+)\V(\d+)\]/'
```

```
nembot_vars['config']['bprompt'] = '^/[H:(\d+)\]\s?\[M:(\d+)\]\[E:(\d+)\]/'
```

```
nembot_vars['config']['detect_status'] = 'true'
```

```
nembot_vars['config']['use_prompt'] = 'false'
```

```
nembot_vars['config']['min_hp'] = '20'
```

```
nembot_vars['config']['recover_pool'] = '60'
```

```
nembot_vars['config']['recover_sleepon'] = '5'
```

```
nembot_vars['config']['regen'] = 'regenerate'
```

```
nembot_vars['config']['regen_en'] = '45'
```

```
nembot_vars['config']['heal'] = 'c 'holy an"
```

```
nembot_vars['config']['heal_hp'] = '-1'
```

```
nembot_vars['config']['attack'] = 'kill'
```

```
nembot_vars['config']['pre_attack'] = ""
```

```
nembot_vars['config']['smart_nim'] = 'false'
```

```
nembot_vars['config']['min_nim'] = '2400'
```

```
nembot_vars['config']['split_gold'] = 'false'
```

```
nembot_vars['config']['split_fee'] = '5'
```

```
nembot_vars['config']['sleepon'] = '-1'
```

```
nembot_vars['config']['tog_map'] = 'true'
```

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```
nembot_vars['config']['show_aggro' ] = 'true'  
nembot_vars['config']['recall' ] = 'true'  
nembot_vars['config']['comm' ] = 'say'  
nembot_vars['config']['pause_bot' ] = 'false'  
nembot_vars['config']['output_bot' ] = 'true'  
nembot_vars['config']['skip_players' ] = 'true'  
nembot_vars['config']['compact_stats' ] = 'true'
```

Example implimentation of this:

```
#act {^The fluttering of wings and a loon's shrill cackle pierce the tranquil marsh.}{#scr  
{nembot_end();};c 'red mark teleportation';#scr {nembot_load("fen1");#scr  
{nembot_setmove("west");};#scr {nembot_begin();}}
```

The small script above basically, when repop occurs in fens, it stops the current script, teleports to the intersection of fens and sets the shortcut to west and begins.

These should be the basics of what you need to make your scripts automated.