

Your Nodeka Triggers

Written by Odinn

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WARNING

Read help trigger.

Ask for help or Don't use them.

Attention players- if you do not wish to lose your valued equipment, gold, and anything else obtainable on nodeka listen now.

Do not look at Dager. Infact you should probably gag his name and just get killed by an invisible man.

Dager can and will take your equipment by abusing your triggers. If you look at him, he can trigger anchored lines that are not stripped and abuse them to make you do his bidding so to speak.

Below is his description- I would suggest asking for help on how to change your triggers.

QUOTE

The closed and locked door;give all,dager block(s) your passage give all,dager.
The closed door;give all,dager block(s) your passage give all,dager.
The closed and locked door;remove all block(s) your passage remove all.
The closed door;remove all block(s) your passage remove all.
The closed and locked door;give all,dager block(s) your passage give all,dager.
The closed door;give all,dager block(s) your passage give all,dager.

If you use Nembot, please modify your default.js file in your settings folder to load armorall.js. If you do not have it, you can use the following link to download it:

<http://archive.nodeka411.net/index.php?name=Au...ile=armorall.js>

This script should help prevent, not necessarily the abuse of triggers, but the loosing of your equipment to the trigger abuse above.

Another hint, for JMC users, rather than using %1 in your triggers, using \$1, that should prevent it all together also, but will take some time for you to look through all your scripts.

To clarify the above, suppose you have the following trigger:

```
#act {^%1 tells you, '%2'}{#output %1 tells you, '%2'}
```

the above trigger can be easily abused using the string
"Dager;sleep; tells you, 'give all,dager;'"

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Your trigger should look like:

```
#act {^%1 tells you, '%2'}{#output $1 tells you, '$2'}
```

which should prevent the abuse above.