

# Project-Info

MatchEd is a Halflife / Halfelife 2 IRC match bot. It reports for various HL/HL2 game events. Also has Admin features. Simple to use with auto-setup. Written in Java so is suitable for many platforms. MatchEd works by reading the logs directed to it via the "rcon logaddress\_add" command, so you will need, or you will need to know someone with, rcon access to the server. The bot can be run on the game server or on a completely different machine.

It is written in Java, so you will need to make sure that you have the Java JRE 1.4.2 or higher available from <http://www.java.com> or take the MatchEd download that includes Java. Being written in Java, it means that you can easily run the bot on a windows or a linux machine, or any machine with an operating system that has a JVM available for it. There are some clear instructions for Installing Java courtesy of [www.jibble.org](http://www.jibble.org)

Main features:

- Reports game progress to an IRC channel
- Admin capabilities
- Server monitoring features
- Highly configurable
- Robust
- Supports CS (Counter Strike) maps (de\_, cs\_, and as\_)
- Supports AHL (Action HalfLife) gametypes LMS and Teamplay
- Supports FA (FireArms) maps (events OK but scoring off)
- Supports DMC (Death Match Classic)
- Supports NS (Natural Selection)
- Supports TFC (Team Fortress Classic)
- !frags and !query for information about server
- Supports issuing RCON commands to the server (for both HL and Source engines)
- Internationalisation is possible