Subject: Re: renvis - first public beta
Posted by warranto on Wed, 17 Aug 2005 03:18:42 GMT
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I do realize that, however, the logic behind this is as such:

The player chosen (by whatever means) is the only one who has access to that particular game. The bot in charge of the server then relays the information and a password to the site (server owner controlled, via uploaded to a website?) where the program is located.

Example: The n00bstories server allows me access to the site, so I pass my user name and password through brenbot on the n00bstories irc server (or via page from the game server). I then go to the n00bstories website, click on the secure link and type in my user name and password. I am then granted access to what the players on my team are able to see. During the course of the level, or once it was finnished, if I am removed from the commander position, the site restricts access to me (the user name), and the new person is allowed to join. This would leave a player position filled, and someone seeming as though they are AFK for the duration of the game, but it doesn't affect the game play as that happens for both sides (unless the player is in windowed mode, or wants to tab out all the time).