Subject: Re: New automatic auth system for BRenBot via mIRC for moderators
Posted by AmunRa on Wed, 07 Feb 2007 23:13:38 GMT
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can't edit my original post(ffs crimson) so here it is again.

Well, I made this basically because I was bored, so here goes...
This is for all moderators with protected nicknames
it contains an mIRC script, a program, and a config file.

basically what it does is when your name shows up from brenbot (i.e. player AmunRa223 joined
the game) it launches the program (auth.exe) to check if the game is actually running, or if your IP
matches whats provided by a brenbot plugin.
if it is, it auths you after about 10 seconds.
if not, it qkicks the player, assuming that they are an impostor.

Step 1:
extract all the contents of the zip to your mIRC directory

Step 2:
load the IRC script with the following command: /load -rs auth.mrc

Step 3:

setup for the ini file are as follows:

[auth]
auth=<path to game executable>
gamenick=<ingame nickname>
ingame=<leave this blank>
channel=<#game channel>
IP=<leave this blank>
setting=<this is where /ipcheck and /procheck stores their values, so don't touch.>
yes you have to include the # in the channel name
I made it this way so that it is also usable for renegade.

thats about it, enjoy

Note: I realize parts of this are slightly primitive, so I may improve on those later.
download: auther.zip

UPDATE:
Added /authak so if your playing in another server, and not MPAPB, or ren, or whatever, and you
type that, it will autokick your name from the server to which it is applied no matter what. type it
once to enable, and again to disable.

UPDATE 2-7-07:
now supports checking of either your current external ip or process checking.
you really don't need to enable proc checking unless your using this for renegade or a non apb server.
type /procheck for process checking
type /ipcheck for ip checking