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Subject: Re: WIP movie of new plugin

Posted by [reborn](#) on Mon, 24 Aug 2009 07:32:11 GMT

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It will add a whole host of new commands for the server that can be executed by dropping a text file into the server directory, meaning that server owners could execute commands such as enablephysics for example on a GameObject, based on it's objectID. Another good example is the ability to attach scripts to objects through the text file...

That one command in itself is quite nice and has allot more scope than you might at first think...

You could use the bot to authenticate moderators by attaching a script to authenticated in-game moderators. This script then might add there player ID to a Vector and then all those moderator chat commands people make could then use a boolean conditional on them first, making sure the player executing the chat command is in the authenticated Vector (much much safer than the simple name check based on a mods.txt file we saw float about a couple of years back).

There's a shit tonne that can be done with just that one additional command that's added. I will endeavour to add as many commands as possible, and while it will not allow for the bot to be as useful as directly coding inside the server API itself, it will deffinatly allow the bot to become allot more dynamic than it currently is.

A more detailed explanation will come with the release, explaining what commands have been added, and how to use them.

Clearly this is better suited for a regulator to automate the process, so that this can be executed remotely from IRC. Adding much more scope for the regulators and what they are capable of. However, it could also be done by hand too (FTP to the server directory perhaps?), but in reality this will be useful mainly for bots.

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