

---

Subject: Re: brenbot plugin needed

Posted by [reborn](#) on Sat, 30 Jan 2010 18:17:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I've just finished writing the auth system plug-in, and added a few moderator commands (!kill <playername>, !spec/!spec <playername>, !forceteamchange <playername>, !setnextmap and some other stuff).

This plugin would be a good basis for others to use where they need a conditional to check if a player is an authenticated mod or not before the command is executed. However, I now need someone to write the regulator plugin for it. There's little point this being released otherwise. It certainly opens the door for safe to use in-game mod commands. Relying on the nick names only is un-safe.

---