
Subject: Re: brenbot plugin needed

Posted by [reborn](#) on Fri, 05 Feb 2010 06:43:00 GMT

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Gen_Blacky wrote on Fri, 05 February 2010 00:36: I made a br plugin for most of your commands, its not done yet. I was wondering why you need to make another auth system.

Brenbot has a decent auth system that allows users to auth themselves from irc or wol. The user has to register their name with brenbot to be able to auth themselves. If they don't auth the player will be kicked. Brenbot has different permission powers that you can set. You could make a auth system that uses the password that you used to register your name with brenbot or you could do it in your plugin.

Also most of these command will probably never be used in actual game environment. They are good for testing and stuff like that. You should make some commands that server owners will actually use in their everyday game. Although You can easily use a combination of different console commands to perform a certain action.

I like that you've made a BR plug-in for the additional console commands. All I really wanted was what DP posted, but the plugin you've written/writing also sounds nice for anyone else using the console commands system too.

I didn't want to make an auth system different to br, I know it has a decent enough system already. Infact, that's why I wanted to use it... I am merely piggybacking the system.

Currently, if someone wants to make a chat hook for renegade inside SSGM or a plug-in for it, then they can.

However, there is no real safe way to make that plug-in only used by a moderator. There was some code posted once that made a check on the players name. For instance, when the chat hook was used, before the rest of the code was executed, there was a conditional. That conditional checked that the player's in-game name matched a name contained in a file called mods.txt on the server (the server owner would put all the moderators names in the mods.txt file). However, if the server allows direct connect, players can easily use a name that they know is in the mods.txt file to gain those powers (even if it is only briefly).

With DanPaul's plug-in for BR, and the auth system I release (which is merely an extension of BR's existing system to use safe mod commands written in SSGM/SSGM Plug-ins), it will be possible to very safely release and use these commands on your server, and also for server owners to extend the plug-in themselves and migrate over any in-game mod commands they currently have to be safer.

I understand that the console commands I implemented will mainly not be used, but having the additional option is always nice. Plus, that attach script console command is more important than you might think at first glance.

Plus, with the examples in that plug-in, it will be easy for other people to extend on it and add their own that they deffinatly will use, but never had before because they didn't know how to add them.
