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Subject: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [AmunRa](#) on Sun, 04 Feb 2007 07:29:31 GMT

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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.  
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=<ignore this one>
channel=<#game channel>
yes you have to include the # in the channel name
```

thats about it, enjoy

Note: I realize parts of this are slightly primitive, so I may improve on those later.  
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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [Goztow](#) on Sun, 04 Feb 2007 09:12:05 GMT

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Basically it does what Renguard does for you when you put your password in the 'password' field?  
ood for people not running Renguard, though.

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [AmunRa](#) on Sun, 04 Feb 2007 09:48:41 GMT

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I developed it originally for APB. but yea, its good for that too

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [Whitedragon](#) on Sun, 04 Feb 2007 10:00:31 GMT

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What if you're playing on another server and someone joins on your nick?

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [AmunRa](#) on Sun, 04 Feb 2007 10:06:27 GMT

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notice how I said I'll be adding more improvements later.

it may not be perfect, but its a step up from just auto authing with a short irc script

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [Renx](#) on Sun, 04 Feb 2007 23:47:18 GMT

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A lot of moderators don't idle on IRC constantly. This will be useless to them.

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [Caveman](#) on Mon, 05 Feb 2007 00:26:37 GMT

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Renx wrote on Sun, 04 February 2007 17:47A lot of moderators don't idle on IRC constantly. This will be useless to them.

Hah, what planet are you from? Many mods idle in IRC 24/7.

No offense.

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [Ryu](#) on Mon, 05 Feb 2007 00:29:00 GMT

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Caveman wrote on Sun, 04 February 2007 18:26Renx wrote on Sun, 04 February 2007 17:47A lot of moderators don't idle on IRC constantly. This will be useless to them.

Hah, what planet are you from? Many mods idle in IRC 24/7.

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No offense.

Yeah, I see it all the time.

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [AmunRa](#) on Mon, 05 Feb 2007 01:26:12 GMT

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just added an update for what wd was talking about.  
download for details

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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

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [fl00d3d](#) on Wed, 07 Feb 2007 23:55:15 GMT

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Good idea. You should see if this can somehow be implemented directly into the bot, though.

I've always been a fan of stronger authentication mechanisms.

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [AmunRa](#) on Thu, 08 Feb 2007 02:18:24 GMT

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one way or another its going to require some kind of client interaction.

I will be releasing a plugin tomorrow to add the ip functionality to BRenBot.

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [AmunRa](#) on Thu, 08 Feb 2007 17:08:01 GMT

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BRenBot plugin released

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [AmunRa](#) on Thu, 08 Feb 2007 19:37:42 GMT

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final version released.  
now supports multiple channels and nicks.  
format for ini file is as follows:

gamenick=<nick 1> <nick 2> etc

channel=<chan 1> <chan 2> etc

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [luv2pb](#) on Fri, 09 Feb 2007 22:35:56 GMT

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wtf happened to my post?

Oh well here it is again

How is this better than putting your password in RG and Auth'ing through that?

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [AmunRa](#) on Fri, 09 Feb 2007 22:37:54 GMT

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I initaly created it for use with APB. but its helpful for people who A. play APB B. People who don't use RG

thats about it I guess

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Subject: Re: New automatic auth system for BRenBot via mIRC for moderators  
Posted by [luv2pb](#) on Fri, 09 Feb 2007 22:41:08 GMT

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Ok, thank you.

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