Subject: RemoteAdmin bug?

Posted by Genesis2001 on Wed, 14 Jan 2009 02:44:33 GMT

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I have a little test server I put up just to test my mods/etc. I have no bot running except for my bot that I'm working with. I noticed that another bot on the server that regulates a completely separate server (different remote admin info (pass & port) than my server) was able to send commands to my server...

The thing that boggled me was that I had "AllowRemoteAdmin" set to 'false' (opposite from which it's defaulted to 'true'):/ How was it able to process those commands and could this be fixed with TT? It's really annoying...To fix it I had to set 'AllowRemoteAdmin = true' and set a random password and port

Subject: Re: RemoteAdmin bug?

Posted by StealthEye on Wed, 14 Jan 2009 17:53:06 GMT

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Try setting it to 0. Perhaps it interprets false as nonzero and therefore true. That's just a guess though, never really looked at it... Just put a pass.

Subject: Re: RemoteAdmin bug?

Posted by Genesis2001 on Wed, 14 Jan 2009 20:30:45 GMT

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StealthEye wrote on Wed, 14 January 2009 10:53Try setting it to 0. Perhaps it interprets false as nonzero and therefore true. That's just a guess though, never really looked at it... Just put a pass.

I had a password set and 'AllowRemoteAdmin = false' :/ the other regulator kept sending messages to my server lol

Subject: Re: RemoteAdmin bug?

Posted by StealthEye on Thu, 15 Jan 2009 10:29:22 GMT

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Without/with an invalid pass? :s

Subject: Re: RemoteAdmin bug?

Posted by inz on Thu, 15 Jan 2009 12:40:45 GMT

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I've had this too, I set the password to some jibberish. When it's set to "false" or "0" it still allowed

the bot to send stuff to the FDS. When I set it to "1", it stopped.

Subject: Re: RemoteAdmin bug?

Posted by StealthEye on Fri, 16 Jan 2009 10:47:41 GMT

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So I guess the value should have been named "UseRemoteAdminPass" then... Weird behaviour though.

Subject: Re: RemoteAdmin bug?

Posted by EvilWhiteDragon on Fri, 16 Jan 2009 12:35:22 GMT

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pretty bad bug even