Subject: Adding/Removing Moderators & Other things...
Posted by Knight on Fri, 11 Nov 2011 20:54:15 GMT

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I'm having trouble adding/removing moderators from my server. I put the names in the moderators.cfg , then private messaged the bot in irc !add playername password . Removing a moderator I have to private message the bot in irc with !remove playername password? Is this all correct?

Here's my moderators settings in brenbot.cfg(Does this screw up with TT 4.0?)

# Force moderators to register their username on BRenBot, so they have to !auth
# to get their moderator powers. Set to 1 to enable, 0 to disable.
Moderators_Force_Auth = 1

# Enables or disables all moderator sybmols. Set to 1 to enable, 0 to disable.
Moderators_Show_Symbols = 1

# Symbols for moderators, if enabled above
Moderators_Temp_Mod_Symbol = +
Moderators_Half_Mod_Symbol = %
Moderators_Full_Mod_Symbol = @
Moderators_Admin_Symbol = &

# Enable or disable the join message for moderators and administrators
Moderators_Show_Join_Message = 1

This is correct right?^^^^

1.Also Where can I find the plugin for to make the credit count go up in 3's in stead of 2's?

2.Is the plugin that allows 2 men in a stealth stank still around?

(ones that work with a TT 4.0 Server)

Thanks!!

Subject: Re: Adding/Removing Moderators & Other things...
Posted by danpaul88 on Sat, 12 Nov 2011 14:33:03 GMT

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You have to add moderators to the moderators.cfg file. If Moderators_Force_Auth is enabled you also have to make them register their own username on the server (using !add playername password) and authenticate themselves when they join (see the readme documentation for methods of doing this).

The !add and !remove commands do not add or remove moderators, they just protect your nickname from being stolen by somebody else on that server, since they would be kicked if they didnt auth with the correct password.

Subject: Re: Adding/Removing Moderators & Other things...
Posted by Knight on Sat, 12 Nov 2011 19:53:49 GMT
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Alright. Well i added a nick to moderators.cfg, !add nickname password to private message with bot. Joined game, it said to auth yourself, i went into admin channel in irc. !auth nickname, then it did say moderator mode was added to <nickname>. Just stopped giving me the auth yourself message. What am I doing wrong? Also how do I remove a nickname from being protected?(its no longer in the moderators.cfg file)

Also didn't answer me about those plugins:
1.Also Where can I find the plugin for to make the credit count go up in 3's in stead of 2's?

2.Is the plugin that allows 2 men in a stealth stank still around?

(ones that work with a TT 4.0 Server)

Thanks for the reply so far

Subject: Re: Adding/Removing Moderators & Other things...
Posted by danpaul88 on Sun, 13 Nov 2011 11:59:12 GMT
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Those would be ssgm plugins which I know nothing about. Someone else would have to help you with those.

So, you added a moderator, authed them and they got their mod status... What exactly is the problem? Sounds right to me...

Subject: Re: Adding/Removing Moderators & Other things...
Posted by Knight on Sun, 13 Nov 2011 23:36:07 GMT
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Just going to tell you how everything went down...

First I went into the moderators.cfg, added the nick to the full moderator category, made sure the brenbot.cfg moderator settings were correct(see first post), started up brenbot/fds, private messaged the irc bot, !add nickname password, !rehash in admin channel, joined with the moderator nick I added in the moderator.cfg full moderator category, got a pm that said to auth

myself, went into the admin channel did !auth nickname, stopped getting the private message ingame but didn't get the full mod status.

should i just re-install BRenbot and hope that fixes the problem?

Also how do i delete a protected nickname?

Subject: Re: Adding/Removing Moderators & Other things...
Posted by danpaul88 on Mon, 14 Nov 2011 10:52:23 GMT
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You said earlier

Quote:then it did say moderator mode was added to <nickname>

So, it looks like it DID give you moderator powers... but now you're saying it DIDN'T give you moderator powers.. a bit confused with this really.

Might help if you posted the contents of your moderators.cfg file.

You can un-protect nicknames using the !remove command (IIRC), but you need the password it was protected with to do it. Although moderators will not get any of their moderator statuses unless their nicknames remain protected.

Subject: Re: Adding/Removing Moderators & Other things...
Posted by Knight on Wed, 16 Nov 2011 04:22:27 GMT
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[22:19:02] <@UCGAMING_BOT> Page sent toMyGlock --> MyGlock is a protected nickname. Pleaseauthenticate yourself within 60 seconds, or you will be kicked.
[22:19:02] <@UCGAMING_BOT> Host: [BR] MyGlock does not have any recommendations.
[22:19:02] <@UCGAMING_BOT> Host: MyGlock is not ranked yet.
[22:19:09] <~Knight> !modlist
[22:19:10] <@UCGAMING_BOT> Administrators: MyGlock
[22:19:10] <@UCGAMING_BOT> Full Moderators: tester1
[22:19:10] <@UCGAMING_BOT> Half Moderators: tester
[22:19:14] <~Knight> !auth MyGlock
[22:19:22] <~Knight> !showmods
[22:19:23] <@UCGAMING_BOT> Host: [BR] No known moderators are currently in the server.

That enough info? Doesnt give me powers when auth! I did the private message to the bot !register MyGlock password ... made sure the name is in the moderators.cfg . Still no mod powers

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ingame. This a TT server side problem? Also i tried !remove nickname password or !del nickname password or !delete nickname password to remove it from protected list and still doesn't remove it from protected list, also restarted BR and FDS when i did those commands to see if restarting them confirms the change.

Subject: Re: Adding/Removing Moderators & Other things...
Posted by ExEric3 on Wed, 16 Nov 2011 06:31:33 GMT
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Knight wrote on Wed, 16 November 2011 05:22[22:19:02] <@UCGAMING_BOT> Page sent toMyGlock --> MyGlock is a protected nickname. Pleaseauthenticate yourself within 60 seconds, or you will be kicked.
[22:19:02] <@UCGAMING_BOT> Host: [BR] MyGlock does not have any recommendations.
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That enough info? Doesnt give me powers when auth! I did the private message to the bot !register MyGlock password ... made sure the name is in the moderators.cfg . Still no mod powers ingame. This a TT server side problem? Also i tried !remove nickname password or !del nickname password or !delete nickname password to remove it from protected list and still doesn't remove it from protected list, also restarted BR and FDS when i did those commands to see if restarting them confirms the change.

It isnt latest BRenBot for TT? Because there was bugged auth cmd. See command line if there isnt some error msg.

Subject: Re: Adding/Removing Moderators & Other things...
Posted by Knight on Wed, 16 Nov 2011 14:27:38 GMT
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Yeah my server is all 4.0 Beta 2 Server. So there's a bug? Is there a fix I can download?

Subject: Re: Adding/Removing Moderators & Other things...
Posted by ExEric3 on Thu, 17 Nov 2011 06:40:21 GMT
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Knight wrote on Wed, 16 November 2011 15:27Yeah my server is all 4.0 Beta 2 Server. So there's a bug? Is there a fix I can download?

What is BRenBot build?

If its BRenBot 1.53 Build 9 then there is that !auth bug

Subject: Re: Adding/Removing Moderators & Other things...
Posted by Knight on Fri, 18 Nov 2011 03:24:18 GMT
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Yeah its 1.53 Build 9..is there an update/download to fix the bug?

Subject: Re: Adding/Removing Moderators & Other things...
Posted by ExEric3 on Fri, 18 Nov 2011 09:51:16 GMT
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Knight wrote on Fri, 18 November 2011 04:24Yeah its 1.53 Build 9..is there an update/download to fix the bug?

Ask danpaul.

Subject: Re: Adding/Removing Moderators & Other things...
Posted by Knight on Sat, 19 Nov 2011 17:13:09 GMT
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Alright, i private messaged him. Does he check his pm's frequently?