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Subject: Re: NightRegulator TSR

Posted by [Blazer](#) on Thu, 20 Apr 2006 01:39:05 GMT

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Another idea I had was that the players would type in F2 chat, something like "!ts createaccount". TSR would then create a teamspeak login with the same name as their in-game name, and private message them with a random password (this would work for both XWIS and GSA players). The player would then use that password to login to TS (and could optionally change it).

Since their TS login name and in-game name would match, there would be no issues sorting players with same IPs.

Potential problems:

1. Exploit attempts. Someone connects to server as "superadmin" and tries to create an account, or using some sort of characters to try and do a command injection attack. All of these can be blocked and parsed out, but you know kiddiez will try it, so a bunch of code will have to be written to stop or detect it.

2. Garbage Accounts. If one person sees someone type "!ts createaccount", everyone in the server will do it, just to see what it does, even if they don't have TS and never plan on running it. To handle this I would timestamp account creations and every day check the timestamps and delete any accounts that have not logged in for 60+ days. There should also be a hard limit on the number of names from a single IP. I'm sure there isn't more than 5 people in a house anywhere all playing from the same NAT connection.

3. Nick stealing. Nothing to prevent someone from connecting to renegade with the nick "Aircraftkiller" (I keep using his nick as an example), and creating a TS account with that name, thus denying the real Ack of his TS account. Things like this would be worked out eventually as the real nick owner complained, but its more time wasted on managing things instead of playing. If kiddiez would just not try to break things or cause problems things would be so much simpler, but you know how it goes...if they can break something they will.