
Subject: [~~~~~ WOLSPY ~~~~~]

Posted by [Dante](#) on Thu, 05 Jun 2003 16:18:06 GMT

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Q&A answered here

#1 What happens to the ladder?

nothing, the players stats will not be attached to a name, as they are not logged into WOL.

#2 Can you page these players?

no, you cannot page them, they will be treated as LAN connected players and will not have the ability to be paged.

#3 What about all the long names, and kicking people?

long names can appear, and when kicking the player, be sure to include the FULL name of the player wierd characters and all.

#4 How will this affect BR .Net?

BR .Net is setup in 2 different modes, WOL and GSA, currently long names are only supported in GSA mode (read from your server.ini) and will now have to have a patch to support this otherwise, maybe an added "WOLSpy" mode could be implemented or something, dunno, have to troubleshoot this, but this will mess up the IRC streaming definately as it is combining the two modes and there different supports in BR .Net

#5 What about IP verifications on nicknames????

Nicks will still have an IP attached to them, so if you don't do the suggested method of entering in an ip and just put "*" in your IP list for BR .Net, then you may have a security problem, otherwise, if you didn't put the asterisk in the IP field, you will be fine security wise.

as i see more, i will also try to answer them.

good job though DJ, keep it up.
