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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.

[download here](#)

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