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Subject: Re: Official SBot Thread

Posted by [Whitedragon](#) on Sat, 10 Mar 2007 23:28:49 GMT

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gamemodding wrote on Sat, 10 March 2007 16:18Update:

Ok, IRC. What i am going to do is, use the same engine that parses the players in game. However, if someone logs-in in-game; someone in IRC with the same name will have the commands. EG:

i am roshambo in-game.

someone in IRC is also called roshambo.

i !login in-game.

the person in IRC will have the same commands i have. so, in my server it will be an admin. i suggest that you make a password for your in-game nick on the IRC channel.

Major security risk. Do it another way.

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