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Subject: brenbot plugin needed

Posted by [reborn](#) on Sat, 30 Jan 2010 14:41:21 GMT

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I've recently released a plugin that allows for additional console commands. One of those console commands is the ability to attach scripts. See here for more details.

I am hoping someone is willing to write a very small plug-in for brenbot (or some other bot) that makes the bot send the following console command when the moderator !auth's themselves (or is authenticated as a mod in anyway from the bot):

```
attach <playerid> auth_script
```

If you do this in a timely manor, then it will allow me to write another plugin that relies on both the br plugin and the console command plugin I just released, but when used in conjunction with these will allow for proper in-game moderator authentication when using in-game mod chat hooks and the like...

All I need is for something to write this very small br plugin, and then when people write there mod commands, such as:

```
!kill, !setnextmap, !teleport, !spec etc etc
```

it will no longer have to use the nick name conditional check.

I believe the only publicly made check was one that checked that the players name was in the mod list text file. Meaning people could easily spoof the nick name and use mod commands. This system would eliminate that and use the bots authentication system to properly enforce in-game mod commands.

Unfortunately I have never really looked at the regulators source code, nor have I ever used the languages they are written in. So if someone finds this interesting or would like to see it happen, then I will need someone to write the bot part.

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