
Subject: Re: brenbot plugin needed

Posted by [Gen_Blacky](#) on Sun, 31 Jan 2010 10:00:49 GMT

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Yea brenbot has the option to force auth people. so people have to use the !auth in irc or a couple of other ways. You would just have to make a simple brenbot plugin to use the console commands. example here is the main part of a spectate plugin that uses a console command.

```
sub spectate
{
  my %args = %{@_[ ARG0 ]};

  if ( !$args{arg1} )
  {
    my $syntaxvalue = $args{settings}->{syntax}->{value};
    $message = "Usage: $syntaxvalue";
    return;
  }

  my ( $result, %player ) = plugin::getPlayerData( $args{'arg1'} );
  if ( $result == 1 )
  {
    # Player found, spectate them
    plugin::RenRemCMD("r_spec $player{id}"); #console command
    plugin::ircmsg ( " 10[Spectate] Player $player{name} is now in spectate mode.", 'A');
  }
  else
  {
    if ( $args{nicktype} == 1 ) { plugin::ircmsg ( "Player $args{arg1} not found ingame",
    $args{'ircChannelCode'} ); }
    else { plugin::pagePlayer ( $args{'nick'}, "Player $args{arg1} not found ingame" ); }
  }
}
```

if you where going to use your console command plugin that uses the txt file it would work differently. You have to make the plugin make and print into a file when a mod uses a comamnd.

```
open (ConsoleCommand, '>>C:\Westwood\RenegadeFDS\Server\ConsoleCommand.txt');
print ConsoleCommand "command flymode ObjectID\n";
close (ConsoleCommand);
```
