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Subject: JG features

Posted by [SS217](#) on Fri, 05 Mar 2004 00:44:59 GMT

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Alright folks, I'm trying to make JG as customizable as possible and as I proof read my scripts I'll post in this thread. A few things that I need your opinions on.

1. If a user is not identified as a moderator call a poll? (Only for qkick, kick, tban)

A) Yes

B) No

C) Let it be chosen by server owner

2. Auto connect to update server for new versions of scripts?

A) Yes

B) No

C) Let it be chosen by server owner

3. Use a host rank above admins (ties into flag system)

A) Yes

B) No

4. Moderator powers.

A) Use a flag system where you can have a VIP with the power to kick or a voice that can ban, etc.

B) Use a set system where VIP cannot kick but are unkickable voices can qkick and kick halfops can qkick kick tban operators can qkick kick tban ban admins can qkick kick tban ban and are unkickable and hosts can qkick kick tban ban are unkickable and can ban mods

C) Let it be chosen by server owner

5. Assume IRC server has +h

A) Yes

B) No

C) Let it be specified by server owner

Note: Since halfops are closer to ops than voices voices will not inherit any halfop powers if the IRCd does not support +h

6. Report major events and commands to an admin channel?

A) Yes

B) No

7. Restrict team chat to an admin channel

A) Yes

B) No

C) Send team chat via wallchops

D) Let server host choose

8. Log IP addresses?

A) Yes

B) No

C) Let server admin choose

9. Log polls?

A) Yes

B) No

C) Let server host choose

10. Let users emotely change server / JG config settings using /notice JGbotick !command

remoteadminpass or custompass?

A) Yes

B) No

C) Yes, but a custom password instead of remote admin

Well, that's all I can think of now. Don't ask me for a release date because I formatted and the only copy of JG left was one I made for #jteksvrs so I have to edit and customize.

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