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Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 16:58:08 GMT

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DanteAlkaline You can design the application so that it gets permissions from the host. You could host a simple config.xml file on the game server's webserver where the clients application would get rights and the app would enable on the commands a person has access to.

yes, but as i just stated, most admins are very reluctant to give out there remote admin passwords for this feature.

What do you mean?

- 1 you start the client side application, you supply a username and password when you start the client side application.

- 2 The client side app first looks in the config.xml which is hosted on the webserver, gets rights and connects you to the FDS. Only the commands that you are qualified for are enabled on the client side.

for simple security, you can enable SSL on the dir hosting the config.xml file

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