Subject: Password
Posted by snipesimo on Wed, 09 Jun 2004 19:03:20 GMT
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All my former RenGuard problems were resolved with a re-format, but one still remains. The password feature that is to be used with the BRenBot auth system still doesn't work properly. I ask that you do one of two things, or both.

1. make it possible to de-auth nicknames with BRenBot.
2. fix the password system.

Subject: Password
Posted by zunnie on Thu, 10 Jun 2004 00:21:24 GMT
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You mean that if an authenticated player would leave the server, he doesnt need to authenticate again when he rejoins at a later time?

[zunnie]

Subject: Password
Posted by snipesimo on Thu, 10 Jun 2004 02:22:30 GMT
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I mean, when you join a server the auto auth that is supposed to work in the RG client doesn't work. And by de-auth I mean be able to disable the auth requirement on a nickname if you provide the auth password.

Subject: Password
Posted by Drkpwn3r on Thu, 10 Jun 2004 02:46:10 GMT
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Hmm...I use the RenGuard authorization system to get my admin stats at All Out & I've never had a problem with it, though one time it added me to the admin list without announcing it...
As for the other thing, add this to your IRC remote scripts & sit in your server channel, launch Renegade & join the game, it'll help with that, I used it when RenGuard was off/before I used the auth system

on *:TEXT:*<nick> is a protected nick*:*:{ if ($chan === #channel) || ($nick === botname) {
msg $nick auth nick pass
/part $chan
}
}

Subject: Password
Posted by snipesimo on Thu, 10 Jun 2004 02:50:43 GMT
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First off I know how to script and that script looks horrible.

Second, I don't run mIRC when I play Renegade or else I would have done that.

Subject: Password
Posted by Drkpwn3r on Thu, 10 Jun 2004 02:52:39 GMT
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Then have someone else sit in the channel & wait till you join, tell them to type !auth nick & it'll auth you, I only run mIRC with Ren when I need to, even though my laptop does kinda suck & I only get about 50-60FPS with an ATI Radeon 340M graphics card & only 256MB RAM :rolleyes: Also, I don't care how my script looks, it's what I use & it's 100% functional, & if it works how I want it to then it's fine.
Besides, that script's on my other comp (which doesn't have internet access due to missing driver files), not my laptop, on my laptop I have auto respond scripts for various servers/channels

Subject: Password
Posted by snipesimo on Thu, 10 Jun 2004 04:39:44 GMT
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The longer it is the longer it takes to process, have funning slowing your already shit comp down even more.

If you knew what the fuck you were talking about you would know that wouldn't work anyway, I am being kicked as soon as I join. There is no time to auth myself.

Subject: Password
Posted by snipesimo on Thu, 10 Jun 2004 05:10:04 GMT
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on *:TEXT:*<nick> is a protected nick*:#:if ($chan == #channel) || ($nick == botname) { msg $nick auth nick pass | part $chan }

So much more pretty. I did that in about 10 seconds. :rolleyes:

Subject: Password
Posted by Majiin Vegeta on Thu, 10 Jun 2004 11:03:17 GMT
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snipesimoThe longer it is the longer it takes to process, have funning slowing your already shit comp down even more.

If you knew what the fuck you were talking about you would know that wouldn't work anyway, I am being kicked as soon as I join. There is no time to auth myself.

this bug happens to me after i have been kicke for not authing

if you try to auth yourself BEFORE it warns that your not authed it will kick you after 60 seconds even if you did auth

return only to get kicked 3 secnds later :S

blazer said i got ownt when he saw that >_<

Subject: Password
Posted by snipesimo on Thu, 10 Jun 2004 14:46:51 GMT
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I know how to get around it because I presented this to mac before, but he said it was "un-fixable". So I gave him a few more options, but something needs done.

Subject: Password
Posted by snipesimo on Wed, 16 Jun 2004 21:49:24 GMT
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bump

Subject: Password
Posted by Majiin Vegeta on Thu, 17 Jun 2004 15:20:09 GMT
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does who do use the rg auto ident

when they join the server they get identified like 5 times :S

blah recs
he/she is a game moderator
about 5 times

Subject: Password
Posted by snipesimo on Thu, 17 Jun 2004 20:10:56 GMT

The whole thing is messed up thats why, it needs completely re-vamped.

Subject: Password
Posted by Majiin Vegeta on Thu, 17 Jun 2004 21:43:55 GMT

or removed