
Subject: Brenbot plugin idea

Posted by [Goztow](#) on Tue, 01 Jul 2008 06:27:25 GMT

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It could be useful to use ipdb to check someone's last 5 different ip's when he joins. If his current one is in a totally different range, brenbot could make a notification "attention: xxx joined with an unknown ip range and may be a nick spoofer". This would not happen if the player doesn't have 5 ip's in the ipdb yet.

Just an idea.

Subject: Re: Brenbot plugin idea

Posted by [danpaul88](#) on Tue, 01 Jul 2008 11:38:56 GMT

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Would be useless for players with static IPs in that case, since they would only ever have 1 IP in the database...

Subject: Re: Brenbot plugin idea

Posted by [CarrierII](#) on Tue, 01 Jul 2008 11:43:33 GMT

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You'd have to store a database of nick against IP with an entry for every time a player joined.

Subject: Re: Brenbot plugin idea

Posted by [Caveman](#) on Tue, 01 Jul 2008 12:02:18 GMT

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I already had this idea quite some time ago but it was based on serials and not IP since you dont go around changing your serial all that much and im sure that Dan made a plugin for me that stores serials and then messages IRC saying player XX is joining with a serial that doesn't match up to what was stored...

I'll ask him now about it..

Subject: Re: Brenbot plugin idea

Posted by [Goztow](#) on Tue, 01 Jul 2008 12:03:38 GMT

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Hmmm serials seems even better, indd.

Subject: Re: Brenbot plugin idea
Posted by [Caveman](#) on Tue, 01 Jul 2008 12:07:12 GMT
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Goztow wrote on Tue, 01 July 2008 13:03Hmmm serials seems even better, indd.

Yeah it was my kinda *cheat name removed*detector...I asked for it to be made for when *cheat name removed*went around changing your serial.. Obviously if someone has changed there serial like 5 times within the last week something is dodgy about the player.

Subject: Re: Brenbot plugin idea
Posted by [gkl21](#) on Tue, 01 Jul 2008 16:53:53 GMT
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I remember that being somewhere aswell. I can also include that into the Serial plugin that is on brenbot.com if you guys want it.. probably an option to turn it off / on would be best. (The plugin is hidden on the site btw, but some have it)

Ah yes, that was the problem. If you are using Direct Connections (allowing them), you can't use this because of the "global" keys people use. Had to put in IP verification aswell so all the people with the same key would be booted on one being banned...

Would have to be a combination of serial + ip combination (ip being the first octects only)

Subject: Re: Brenbot plugin idea
Posted by [danpaul88](#) on Tue, 01 Jul 2008 18:28:42 GMT
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Caveman wrote on Tue, 01 July 2008 13:02I already had this idea quite some time ago but it was based on serials and not IP since you dont go around changing your serial all that much and im sure that Dan made a plugin for me that stores serials and then messages IRC saying player XX is joining with a serial that doesn't match up to what was stored...

I'll ask him now about it..

Indeed, and I posted it in a topic in the Server Owners forum area a while back.
