Subject: Re: Official SBot Thread
Posted by jnz on Tue, 13 Feb 2007 20:27:48 GMT

Whitedragon wrote on Tue, 13 February 2007 20:15That password thing is a horrible idea. What you should do is make them have to type !identify <password> when they join to receive mod status.

For storing IPs, some kind of database would be best. I suggest SQLite.

Tryed all the databases that VCS++ had. They all sucked. The reason i wanted to make the mod type their password was purly for security. I will make it a command.