
Subject: Re: brenbot plugin needed

Posted by [reborn](#) on Sun, 31 Jan 2010 13:17:41 GMT

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The auth_script adds their playerId to a vector, this makes it possible to check whether or not the player is in that vector when they use a chat command. For example:

```
bool AuthCheck(int ID) {
    for (unsigned int i = 0; i < AuthedPlayers.size(); i++) {
        if (AuthedPlayers[i].AuthedPlayerName == Get_Player_Name_By_ID(ID)) {
            return true;
        }
    }
    return false;
}
```

```
class setmapChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if(AuthCheck(ID) != false){
        if (!Text[1].empty()) {
            int number = 0;
            std::string mapname2 = Text[1].c_str();
            int numberofmaps = 0;
            for(*The_Game()->MapList[numberofmaps] != 0; numberofmaps++);
            int z = 0;
            for (int i = 0; i < numberofmaps; i++) {
                if ((strstr(The_Game()->MapList[i],mapname2.c_str()))){
                    number++;
                    z = i;
                }
            }
            if (number == 1){
                The_Game()->MapNumber = z-1;
                mapname = The_Game()->MapList[z];
                mapnameannounce();
                Console_Input(StrFormat("msg Moderator %s has changed the next
map!",Get_Player_Name_By_ID(ID)).c_str());
            }
            else if(number < 1){
                Console_Input(StrFormat("ppage %d Nothing was found at all, are you sure that map is even
in rotation?",ID).c_str());
            }
            else if(number > 1){
```

```

for (int i = 0; i < numberofmaps; i++) {
    if ((strcmp(The_Game()->MapList[i],mapname2.c_str()))==0) {
        The_Game()->MapNumber = i-1;
        mapname = The_Game()->MapList[i];
        mapnameannounce();
        Console_Input(StrFormat("msg Moderator %s has changed the next
map!",Get_Player_Name_By_ID(ID)).c_str());
        break;
    }
}
}
}
}
}
else {
    Console_Input(StrFormat("ppage %d You're not a mod, you need to authenticate to use this
command.",ID).c_str());
}
}
};
ChatCommandRegistrant<setmapChatCommand>
setmapChatCommandReg("!setnextmap;!SETNEXTMAP;!Setnextmap;!SetNextMap;!snm;!SNM;!
set;!SET;!SETNEXT;!setnext;!SetNext",CHATTYPE_ALL,1,GAMEMODE_ALL);

```

It just allows people to write chat commands for moderators safely, without relying solely on the nick name being the same (easily spoofed if the server allows direct connect).
