Subject: Re: brenbot plugin needed
Posted by reborn on Tue, 09 Feb 2010 10:38:23 GMT
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DanPaul,

Apparantly the console commands plugin, and auth plugin for SSGM work together fine, but the bot plugin renders the !auth command inert.
It was tested and here's what happened:
(you can see that the manual !fds attach 1 auth_script made ti work, but still the brenbot auth system wasn't responding to !auth.

Quote:
[03:42:50] <brenbot> Page sent to {AW}Dommo --> {AW}Dommo is a protected nickname. Please authenticate yourself within 60 seconds, or you will be kicked.
[03:42:51] <brenbot> Host: {AW}Dommo is not ranked yet.
[03:42:52] <@{AW}Dommo> !auth {AW}Dommo
[03:42:57] <brenbot> Host: {AW}Dommo is NOT running RenGuard, and COULD be cheating.
[03:43:04] <brenbot> {AW}Dommo: !auth {AW}Dommo
[03:43:10] <brenbot> Page sent to {AW}Dommo --> {AW}Dommo is a protected nickname. Please authenticate yourself within 40 seconds, or you will be kicked.
[03:43:11] <@{AW}Dommo> !fds attach 1 auth_script
[03:43:14] <brenbot> Host: {AW}Dommo is now authenticated as an in-game server moderator
[03:43:30] <brenbot> Page sent to {AW}Dommo --> {AW}Dommo is a protected nickname. Please authenticate yourself within 20 seconds, or you will be kicked.
[03:43:37] <brenbot> {AW}Dommo: !snm comp
[03:43:37] <brenbot> Host: The next map will be RA_Complex.mix
[03:43:37] <brenbot> Host: Moderator {AW}Dommo has changed the next map!

I erally know embarassingly little about bots, perhaps there is something else that needs to happen on the bot side for the command to work?
{AW}Dommo insisted the bot plugin was loaded.