Subject: BRenBot 1.45 Featurelist
Posted by mac on Fri, 18 Feb 2005 00:19:33 GMT
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So far, I have the permission system finished. It reads a command.xml file, and supports permission levels, command groups (irc, ingame), aliases, usergroups (renguard, no-renguard).

A command can be dependant on a specific module.
Any permission level can have any usergroup, ie normal users, voices, half ops, ops, ingame admins, ingame temp admins etc.

Take a look at my current commands.xml here:
http://mac.brenbot.com/commands.xml

This requires some more testing, but looks pretty good to me for now. Next on the list is the extensive plugin system and minor bugfixes.

Subject: BRenBot 1.45 Featurelist
Posted by zunnie on Fri, 18 Feb 2005 00:21:09 GMT
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VERY nice man Looking forward to use it on the servers

Subject: BRenBot 1.45 Featurelist
Posted by jd422032101 on Fri, 18 Feb 2005 19:50:45 GMT
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nice mac

Subject: BRenBot 1.45 Featurelist
Posted by God of Death on Sat, 19 Feb 2005 21:13:06 GMT
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Please no server side mods on this one, so we who play clanwars still can play the standard game and still have all the L33t gamelog features, such as !forcetc, !bl, and the SoandSo killed SoandSo... Those where some L33t features just teh SSAoW made it so I couldnt use those features.

Subject: BRenBot 1.45 Featurelist
Posted by Buggy on Mon, 21 Feb 2005 15:05:22 GMT
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good work, i hope all can use it

Subject: BRenBot 1.45 Featurelist
Posted by Creed3020 on Mon, 21 Feb 2005 21:51:03 GMT
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Ahh the number one option I have been waiting for is finally coming

Creed is happy once again