
Subject: Re: Thoughts on 2.7 and beoynd
Posted by [=HT=T-Bird](#) on Sun, 09 Apr 2006 14:37:16 GMT
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It would be nice to have a console command that printed out a player's UniqueID value. For instance, an IRC bot could get the UniqueID of a player and use it to authenticate them against a moderator's UniqueID.
