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Subject: RenMonitor

Posted by [Alkaline](#) on Tue, 23 Mar 2004 16:42:11 GMT

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You can design the application so that it gets permissions from the host. You could host a simple config.xml file on the game server's webserver where the clients application would get rights and the app would enable on the commands a person has access to.

As for IRC. I use a host (same as Crimson & renwarz & black-cell) that does not allow IRC servers because of security problems. They allocate 1000 GB per month to you and you have a dedicated server. YOU are free to use your server anyway you want to. However, they ban IRC because it posses a risk to there network. I don't know how because i'm not an IRC guru

As for winsock programming, yes I know there are 65K random local ports a machine uses to connect, but if you are hosting an IRC server, you do leave the IRC port open to the public.

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