

## Ryzom - Feature # 921

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	vl	<b>Category:</b>	Tools: Level Editor
<b>Created:</b>	05/20/2010	<b>Assignee:</b>	
<b>Updated:</b>	05/20/2010	<b>Due date:</b>	
<b>Subject:</b>	Add a password to connect WorldEditor to Monitor Service		
<b>Description</b>			
<p>Currently, everybody can connect on all shards with the World Editor.</p> <p>A simple system can be made:</p> <p>add a variable in the world editor shard monitor plugins cfg:</p> <pre>Password="foobar";</pre> <p>add 2 variable in the monitor service cfg:</p> <pre>Password="foobar"; AcceptEGSCommands = 1;</pre> <p>the plugins send a message with the password, the MOS checks the password with the one in his cfg. disconnect the WE if the pass is not ok.</p> <p>if MOS receive a msg for EGS, check if the variable AcceptEGSCommands is 1 and forward only it's 1.</p>			
<b>Related issues:</b>			
blocks Ryzom - Feature # 916: support for executing EGS commands from the wor...		<b>New</b>	<b>05/18/2010</b>

### History

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