

Twofactor Authentication

Enables a second authentication step after the default GUID auth. This is handy for games where GUID spoofing is possible (e.g. Call of Duty)

Prerequisites

twofactorauth.enabled set to true in config/basics.json.

An authenticator which implements [IETF RFC 6238](#). See Appendix 1 for possible suggestions.

Usage

Set up your authenticator with your personal secret. You can find your secret in config/users.json.

To show the secret of others you can use !secret NAME <name or pid> (for online players) or !secret GUID <guid> <guid> is the 8 character version of the GUID

After joining the server you will have to authenticate yourself using the temporary password given by the authenticator.

For Example: !login 162534

Examples

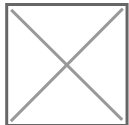
Setting up your authenticator

Example secret used: 2CB4SVARUIHVJ64J (You have to replace this with your own secret if you follow this guide)

GAuth [1]:

Spoiler anzeigen

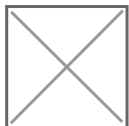
click the edit icon and then the **Add** button



Give it a sensible **Account name** and input your secret in the Secret key field and click the **Add** button



If you want u can delete the example [alice@google.com](#) account by clicking the **X** next to it.
It will look something like this:



The 6 digit number is your temporary password which you need for the !login 490186 command on the server.

In the top right corner you will see the timer how long the password will be valid (there is about a 30 seconds padding before and after the timer to count for not perfectly synced clocks and slow input).

Appendix 1: List of authenticators

- [1] GAuth: Web based authenticator <http://gauth.apps.gbraad.nl/> (also available as [Phone APP](#) and [Webapp](#))
- [2] Google Authenticator: Phone App for [Android](#), [iOS](#) and [Blackberry](#) (open with your phone)
- [3] FreeOTP: Open Source alternative to Google Authenticator. Available for [Android](#) and [iOS](#)
- [4] WinAuth: Open Source authenticator for Windows: <https://winauth.com/>

for more see: <https://en.wikipedia.org/wiki/Time-base...implementations>