Jacob Nevins <jtn>:

"Currently, all of the password policy is buried in the Freeciv server code, but it seems like something a server operator might well want to customise. For instance, the following are hardcoded in is_good_password():

- Minimum length 6 characters
- Restrictions on characters to printable and not certain kinds of punctuation
- The server can enforce a minimum number of capital or numeric characters, but right now it doesn't and requires a recompile to do so.

It seems to me that it would be better to move this sort of policy out from is_good_password() etc into database.lua where it can be customised.

(This would mean the script handling plaintext passwords rather than MD5 hashes, but I'm fine with that. The script would probably also need access to a MD5 and possibly other hash functions, but that should be achievable.)

(Other aspects like the number of retries -- currently 3 -- could in theory be customisable, but that would require more state in the script.)"