
Subject: In game bad language filter, does it work??
Posted by [warranto](#) on Thu, 26 Aug 2004 21:14:29 GMT
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A client side fix would be great. Though I don't think that should diminish the server-side's option to kick people who swear. I mean come on, grow a brain and figure out how to say things in a way that don't involve the use of foul language.

Heck, If I've been able to avoid foul language for 22 years, it shouldn't be hard for others to learn other forms of expression.
