
Subject: Nickname exploit fix

Posted by [Sir Kane](#) on Wed, 04 May 2005 20:15:30 GMT

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This DLL will fix the following exploits:

- [*]Use of zero length nicknames
- [*]Use of nicknames that match the hostnames
- [*]Use of characters below " " and above "~"
- [*]Use of nicknames that are already used in the game
- [*]Use of nicknames that consist of spaces only
- [*]Use of very long nicknames[/list:u]

Following console commands are added to manage this fix:

- [*]"rban [<ban id>]", this is used to either display a list of all active bans (when passing no parameters) or removes a ban when a ban id is specified
- [*]"rehash", this reloads the Antinamehack.INI configuration file[/list:u]

People using above exploits will be blocked from connecting to your server.

Installation: Replace the bandtest.dll in the FDS installation folder with the one included and copy "Antinamehack.INI" to the folder.

Open "Antinamehack.INI" for configuration and configuration information.

Brought to you be the leet one aka Sir Kane!

Credits:

- * Coder:
 - Sir Kane
- * Contributors (in alphabetical order)
 - Crimson (list of possible exploits, hosting this fix)
 - DaEspion (list of possible exploits, testing)
- * Fag(s) who made this possible
 - Cyberpunk aka Cyberprick

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Download it here <http://download.n00bstories.com/nicknameExploitFix.zip>

-- If you have any questions, please post them here!
