Subject: Re: Player names that start with /
Posted by StealthEye on Wed, 16 Sep 2009 16:19:07 GMT

TT will no longer touch any /'s you put in a chat message, except for the first one.

ie.
"//oddname test" will send him a message, like normal.
"!kick /oddname reason" will kick the player named /oddname, as you would expect.

(There is actually a workaround already to type the / too. You can just type everything else and place the /'s in the end. That will avoid the autocompletion. With TT you no longer need this workaround.)

I think some bots kick players with weird names automatically anyhow though.