

---

Subject: Re: 3.4.4 Send\_Message\_Player Disconnect  
Posted by [dr3w2](#) on Sat, 06 Feb 2010 23:12:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Just to add to this, to my recollection this does actually crash the server. If you do a !msg with this length of characters the actual FDS restarts

---