StealthEye wrote on Mon, 30 July 2012 06:38Why don't we just block player names that contain a colon and update the regexes to disallow colon matching in names? Would that not solve all/most of the ambiguity?

I was actually under the impression that nicks containing colons or spaces were already blocked, but that does not seem to be the case.
I thought so too, I've seen code in scripts.dll (4.) somewhere that checks nicknames and removes them if there are characters it doesn't like... BRenBot also does its own nickname checking as well.

Btw, since you're looking at this danpaul, did BR ever fill in the $args{settings} hash for plugins? It works in the stock commands, but not in plugins (for me at least).