
Subject: long name crash fix patch?

Posted by [Sylvstorm](#) on Sat, 26 Jun 2004 11:40:00 GMT

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hey well some script kiddies know something.

[13:33:09] < 12&DragoncaveLFDS > 11Player

FUCK_DTG_I_Own_All_The_Renegade_Players_Lefthanded_With_A_Ramjet_Rifle_This_Is_How_It_Works_I_Take_My_Ramjet_Rifle_And_I_Put_It_In_Your_@ss!!!_Till_You_Cum_All_Over_The_Place_Till_Its_A_Fucking_Messy

_Place_To_Be_And_You_Think_DTG_Was_Here! joined the game

[13:33:13] < 12&DragoncaveLFDS > 9Initializing LAN Mode

[13:33:13] < 12&DragoncaveLFDS > 9Channel created OK

[13:33:14] < 12&DragoncaveLFDS > 9Loading level C&C_Complex.mix

[13:33:15] < 12&DragoncaveLFDS > 9Level loaded OK

when a player with a long name joins it crashes the server...

is there A fucking way to fix this? or can bhs fix this?

thx verry mutch

Sylvstorm
