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Subject: Prototype Special Char & Long Name BLOCKER

Posted by [Alkaline](#) on Wed, 07 Jul 2004 15:36:33 GMT

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Hey, I need some people for volunteers (server runners) for a server.dat patch that will BLOCK anyone from joining a server with:

Names longer than 26 chars

Block anyone from joining the server with special characters, with the exception of:

! @ # \$ % ^ & \* ( ) - \_ + = { } [ ] | \ ? / > < these will be allowed, SPACES WILL NOT BE ALLOWED.

Basically this is to stop cheating bitches that join the server with a whackass name or from using that super long name to crash the server.

Patch will probably be for windows, because I don't feel like fooling with linux....

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Subject: Prototype Special Char & Long Name BLOCKER

Posted by [snipesimo](#) on Wed, 07 Jul 2004 15:49:29 GMT

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make a version with a 9 character limit for WOL.

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Subject: Prototype Special Char & Long Name BLOCKER

Posted by [Alkaline](#) on Wed, 07 Jul 2004 17:46:38 GMT

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well...

I use wolspy so....

maybe a 9 char limit for wol only version.

also, what other naming schemes are bad? I heard if you have bye or connect in your name that also causes some problems.

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Subject: Prototype Special Char & Long Name BLOCKER

Posted by [snipesimo](#) on Wed, 07 Jul 2004 19:35:29 GMT

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It causes problems if your regulator doesn't ban by ID and tries to ban by playername, the command gets ignored.

Commonly banned names:

Westwood

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Renegade  
Renbot\*  
\*bye\*  
\*connect\*

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Subject: Prototype Special Char & Long Name BLOCKER  
Posted by [Alkaline](#) on Wed, 07 Jul 2004 20:31:40 GMT  
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ok thanks I'll make sure it stops them.  
Heck come to think of it I could make it so that it converts gsa names to 9 char names, trims off the last bit, if people have similiar first 9 chars your name would be:

CLNPLYR~1  
CLNPLYR~2

e.t.c.  
:twisted:

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