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Subject: SSAOW 1.3.4 released

Posted by [ghostSWT](#) on Tue, 03 May 2005 19:26:17 GMT

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Quote: - BugFix: Exploit Fixes Non Printable Player Names you should of made it so only A-Z, a-z, 0-9 for WOL mode and < 10 char and gave an option to disable it if WOL spy is running, and for GSA include all other things that can be used.

Also would it make the code faster if you get player score b4 you do the name checking? So if they have > 100 points you don't have to check the names?

And lastly i joined with a name of "á" (chr 160)and nothing happened to me, shouldn't that be considered a one printable char? I would say make so you can only use keys that can be made without the use of Alt

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