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Subject: do the nickname fixes in scripts.dll 2.2.x/SSAOW 1.4 still work?

Posted by [jonwil](#) on Tue, 20 Dec 2005 11:39:33 GMT

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I have one bug report of someone with a WOL server and SSAOW 1.4 (i.e. bhs.dll 2.2.2) where the nickname fix prints out the "Player with invalid nickname blocked" message but doesn't actually kick them from the server.

Can anyone else provide any evidence on this? (Does it work? Does it fail?)

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