

---

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

Posted by [andysh](#) on Tue, 20 Dec 2005 21:02:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

We have had a situation (Xphaze)

(20:56:35) (&Xbot3) Player ?????????? joined the game

(20:56:56) (&Xbot3) l0n3st4r killed ?????????? (GDI Medium Tank vs Nod Minigunner)

(20:57:13) (&Xbot3) ?????????? killed captgenu (Nod Minigunner vs GDI Havoc)

(20:57:32) (&Xbot3) Connection broken to client. 10

(20:57:33) (&Xbot3) Player ?????????? left the game

-----

(20:03:29) (@Xbot3) Player Bizmalt is lame joined the game

-----

(20:06:37) (@Xbot3) Player A Good Name joined the game

They did not get kicked and we were running 1.4 with the latest bhs.dll.

EDIT: I relised we didn't have the bandtest.dll with the nickname fix in it

---