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Subject: Re: scripts.dll 2.4

Posted by [jonwil](#) on Wed, 22 Feb 2006 03:34:58 GMT

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If someone can demonstrate an issue on a server running 2.3.1 where someone is able to join the server with a nickname that matches these:

Nickname length = 0

Nickname length > 35

Nickname = Hostname

Nickname has non-ascii characters (i.e. below ' ' or above '~')

Nickname is all spaces

Nickname matches a name already in use on the server

I will investigate further. (I need to know exactly what messages were printed to the logs/console/etc when this happens)

But, with the new code I added in 2.3.x, it should now correctly kick people off in all cases (it wasn't before)

Note that the nickname fixes do not prevent (and can't prevent) someone logging on with a name that isn't theirs when the real owner is not on.

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