
Subject: Re: Official HL bot thread

Posted by [Nightma12](#) on Tue, 29 Aug 2006 22:53:10 GMT

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Quote:i see that there is a list of bad names, but what if someone actually has those names? like "gdi" or "nod" in fact there is a player called "nod" so he cannot join any server with NR running on it or am i just reading it wrong?

those names are there either coz of FDS exploits, or coz it fucks up the parsing on NR

if somebody join under the name NOD, it fucks up the game_info command, as renlog will output NOD: 23/32, but then the player could type things like 0/32 and NR would then think that nobody is on team NOD... so i make it auto-kick names that would screw something up

the server owner would either have to disable auto-kick malicious nicks on the NR Settings tab, or edit NRplugin.dll to remove the name

EDIT: some names are in there just so that someone doesn't join with a dodgy nickname too lol
