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Subject: G-Spy vs. WOL

Posted by [PiMuRho](#) on Thu, 06 Mar 2003 11:35:33 GMT

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WOL's 8 character limit is an archaic throwback to the old Wchat software. WOL is IRC-based. Westwood's IRCd has always had an 8-character nickname limit, and it was too much hassle/expense to change it.

As for the Gamespy nicknames, we enforce a policy of no offensive nicknames on the BYgames servers. However, it's not really very different to the majority of online games, where there's no kind of nickname registration at all, and people can change nicknames in-game.

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