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Subject: Re: Direct connect number of characters  
Posted by [Nightma12](#) on Mon, 14 Sep 2009 20:07:40 GMT  
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I agree with Seye.

NR already locks the player name to 8 character (or was it 9?) if the server is on WOL mode unless the server owner has speicifally disabled this - and 25 characters for GSA/WOLSPY mode.

Perhaps these might be good limits rather than having people join as  
HELLO\$T£GEWYSEEGDGEJGEGJG\$J£GJ£JG£JG£\$GJEGJDFGERGJODGOJDGDFK  
GDFGSFS

(Which Renegade did actually support.. lol - there is a limit till your ren jus crashes, but its certainly far too long to be a serious play nickname)

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