
Subject: Re: 3.4.4 Send_Message_Player Disconnect
Posted by [Jerad2142](#) on Sun, 07 Feb 2010 04:06:34 GMT
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andr3w282 wrote on Sat, 06 February 2010 16:12 Just to add to this, to my recollection this does actually crash the server. If you do a !msg with this length of characters the actual FDS restarts Well it kicks everyone, so does it crash or just start a new map?
