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Subject: Re: 3.4.4 Send\_Message\_Player Disconnect  
Posted by [StealthEye](#) on Sun, 07 Feb 2010 17:50:19 GMT  
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There are several issues with long messages. First the message length can't exceed  $0x100 = 256$  characters. (you probably found 238 because there are additional headers prepended or w/e). Additionally the total packet (packet type, message type, sender, message, etc.) can not exceed 548 bytes. I think messages are sent as wide char strings, meaning the total message length can still not exceed  $274 - (1/2 \text{ bytes needed for additional headers})$  characters even if we enlarge the  $0x100$  limit. This means the extra space gained by doing so would be marginal. Lifting the 548 is atm not possible afaik, because we do not own all places that touch packets. Cloning all these is probably a lot of work.

Best we can do atm is probably to avoid clients crashing when these messages are sent, or avoid sending messages of this length at all.

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