
Subject: Re: 3.4.4 Send_Message_Player Disconnect

Posted by [dr3w2](#) on Sun, 07 Feb 2010 19:48:24 GMT

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StealthEye wrote on Sun, 07 February 2010 17:50 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 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.

Makes sense to me and yeah I doubt that would be worth the trouble at all. Go with the check the length before executing
