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Subject: Re: 3.4.4 Send\_Message\_Player Disconnect  
Posted by [StealthEye](#) on Mon, 08 Feb 2010 10:27:54 GMT  
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That's up to the (user/)bot. There are multiple ways to split messages up, such as

Host: (StealthEye@IRC) This message is ...  
Host: ... too long.

or

Host: (StealthEye@IRC) This message is too  
Host: (StealthEye@IRC) long.

or some combination or whatever. It may even be necessary to avoid misinterpretation such as

"This message is too !kick blah"  
Host: (StealthEye@IRC) This message is too  
Host: !kick blah

We'll leave it up to the bot to determine the preferred split style. We will most likely only fix the crashes.

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