
Subject: Re: 3.4.4 Send_Message_Player Disconnect
Posted by [StealthEye](#) on Wed, 10 Feb 2010 17:37:17 GMT
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We would probably fix it on a lower level, at the netcode level where this bug is actually caused. It's likely that we will simply cut it off at the maximum amount of characters rather than splitting it or blocking it entirely since this is much easier at this level. We should do it low level because Send_Message_Player is definitely not the only function suffering from the same bug.
