## Subject: [SSGM Plugin] CheckPlayerName
Posted by roszek on Thu, 14 Aug 2014 00:57:49 GMT

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This plugin is a rework of an old plugin of mine that changed spaces from players nicks into underscores when they joined.

It still changes spaces but now it will change any char specified in the ssgm.ini under [InvalidChars] as well. It will also change a player's nick if it contains words listed in ssgm.ini under [UnallowedNicks].

For characters: Add the Characters not wanted in nicks after Invalid=.

For words or names: Add a number in sequence after the word BadWord and then the word or name to look for (BadWord1=someword).

Shown below...

[Plugins]
00=BanSystem.dll
01=Mute.dll
02=CheckPlayerName.dll

[InvalidChars]

Invalid=\.,

[UnallowedNicks]

BadWord1=shit
BadWord2=ass
BadWord3=homo

## File Attachments
1) pic1.png, downloaded 974 times

**Admin Message from Host**

Your nickname contained invalid characters and has been changed from +King Fred to _King_Fred

Okay

2) pic2.png, downloaded 964 times



**Admin Message from Host**

The unallowed word <ass> was found in your nickname. Your nickname has been changed from The_assjack to Player762.

Okay

3) CheckPlayerName.rar, downloaded 280 times