Subject: long name crash fix patch?
Posted by Sylvstorm on Sat, 26 Jun 2004 11:40:00 GMT
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hey well some script kiddies know something.
 [13:33:09] < 12&DragoncaveLFDS > 11Player
FUCK_DTG_I_Own_All_The_Renegade_Players_Lefthanded_With_A_Ramjet_Rifle_This_Is_H
ow_It_Works_I_Take_My_Ramjet_Rifle_And_I_Put_It_In_Your_@ss!!!_Till_You_Cum_All_Over_
The_Place_Till_Its_A_Fucking_Messy
_Place_To_Be_And_You_Think_DTG_Was_Here! joined the game
 [13:33:13] < 12&DragoncaveLFDS > 9Initializing LAN Mode
 [13:33:13] < 12&DragoncaveLFDS > 9Channel created OK
 [13:33:14] < 12&DragoncaveLFDS > 9Loading level C&C_Complex.mix
 [13:33:15] < 12&DragoncaveLFDS > 9Level loaded OK

when a player with a long name joins it crashes the server...
is there A fucking way to fix this? or can bhs fix this?

thx verry mutch
Sylvstorm

Subject: long name crash fix patch?
Posted by Blazer on Sat, 26 Jun 2004 23:39:17 GMT
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Will look into it...otherwise an IP ban takes care of it

Subject: long name crash fix patch?
Posted by Sylvstorm on Tue, 29 Jun 2004 12:40:31 GMT
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Quote:Will look into it...otherwise an IP ban takes care of it

ok but how to IP ban if you don't have an IP
cource the server will crash immediately...
so i say no IP checks. or ?

Subject: long name crash fix patch?
Posted by gibberish on Tue, 29 Jun 2004 17:16:15 GMT
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Log all new connections using your firewall.

PS You need a quality firewall to do this (Linux will do).