
Subject: nickname fix bug and ID console command issue

Posted by [jonwil](#) on Sun, 01 Jan 2006 23:21:59 GMT

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I need to know everything possible about the ID console command bug/issue (especially exact details as to how to reproduce it and what things cause the bug and what things dont)

Also, with the nickname fixes, I need to know if (on your server), they:

A.work correctly

B.Display the message "Player with invalid nickname blocked, player IP was x.x.x.x" but dont actually kick the bad player

C.fail to work at all

or D.Happen differently in different instances (if this case, I need to know which kinds of bad nicks e.g. "nickname = hostname" cause which result)

I also need to know if it is a WOL server or GSA server (and if its linux or windows)

Subject: Re: nickname fix bug and ID console command issue

Posted by [TD](#) on Sun, 01 Jan 2006 23:40:57 GMT

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Windows, WOL + WOLSpy, SSAOW 1.4, BRenBot 1.41, RenStats.

- Taking over nicknames that are ingame is still possible.
 - If hostname=nickname it does not display IP = xx.xx.xx.xx. They get kicked though.
 - Read my posts in your other topics, I forgot some I think..
-

Subject: Re: nickname fix bug and ID console command issue

Posted by [jonwil](#) on Mon, 02 Jan 2006 00:43:51 GMT

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ok, after running some tests myself, I am convinced that what is required is to actually have people who are experiencing various nickname block issues to run special bhs.dll builds that will spit out extra debug info so I can see exactly why it might be failing.
