
Subject: BRenBot bug
Posted by [Yrr](#) on Fri, 30 Nov 2007 15:43:08 GMT
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BRenBot has problems with player names containing spaces.
I used "!kick Yrr (1)" and "Yrr (1)" was kicked and added to kicklog.
If I rejoin with "Yrr", I get kicked, because the kicklog contains "Yrr (1)" with same IP.
If I use "!allow Yrr" it does not find the entry in the kicklog.
If I use "!allow Yrr (1)", it looks for a kick entry for "Yrr", which is not present. ("!allow <x> <y>" looks up "<x>" instead of "<x> <y>")

Subject: Re: BRenBot bug
Posted by [danpaul88](#) on Sat, 01 Dec 2007 00:26:16 GMT
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The reason for this is because the space is used as a division between parameters, hence anything after a space is considered to be the next parameter in the command. Since direct connect and gaispy allow any character to be used in a name, there is no alternative character that can be used to delimit parameters, hence the problem.

Kicks expire after 24 hours anyway.

Subject: Re: BRenBot bug
Posted by [Yrr](#) on Sat, 01 Dec 2007 01:29:22 GMT
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Since there is no need to have more than one parameter for the allow command, the whole parameter string could be used.

edit Alternatively you can allow parameters with spaces by adding quotes.

!allow "Yrr (1)"

Subject: Re: BRenBot bug
Posted by [danpaul88](#) on Sat, 01 Dec 2007 08:12:13 GMT
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Ah, and then you have the question:

does "yrr (1)" mean the player called yrr (1) or the player called "yrr (1)" ? As I said before, someone people have some seriously retarded names with all sorts of stupid characters and symbols in them...

Subject: Re: BRenBot bug
Posted by [Yrr](#) on Sat, 01 Dec 2007 15:47:56 GMT
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danpaul88 wrote on Sat, 01 December 2007 09:12Ah, and then you have the question:

does "yrr (1)" mean the player called yrr (1) or the player called "yrr (1)" ? As I said before, someone people have some seriously retarded names with all sorts of stupid characters and symbols in them...

That's what programmers invented quoting for...
!allow "\"Yrr (1)\""
