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Subject: Direct connect number of characters  
Posted by [Goztow](#) on Mon, 14 Sep 2009 09:44:21 GMT  
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It would be nice if the server owner could decide how many characters of someone's direct connect nickname are shown in the list at the top right corner of the screen. This would make it easier to keep an eye on credits, ... after double tab (which is important for more competitive gameplay).

Someone with a name: lamTheOneandOnlyGoz

would then be limited to lamTheOne, in the list at the top right corner of the screen.

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Subject: Re: Direct connect number of characters  
Posted by [a000clown](#) on Mon, 14 Sep 2009 19:34:39 GMT  
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If two people using similar nicks that are long and cut off because of this, players might have trouble donating to them and other situations from not being able to type in a unique nick.

Although imo that's their own fault for choosing stupid nicknames, just thought I should mention it.

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Subject: Re: Direct connect number of characters  
Posted by [StealthEye](#) on Mon, 14 Sep 2009 20:04:20 GMT  
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In GSA/direct connect mode, the column for player names is larger. Always enlarging it is probably a better solution.

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Subject: Re: Direct connect number of characters  
Posted by [Nightma12](#) on Mon, 14 Sep 2009 20:07:40 GMT  
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I agree with Seye.

NR already locks the player name to 8 character (or was it 9?) if the server is on WOL mode unless the server owner has speicifally disabled this - and 25 characters for GSA/WOLSPY mode.

Perhaps these might be good limits rather than having people join as  
HELLO\$T£GEWYSEEGDGEJGEGJG\$J£GJ£JG£JG£\$GJEGJDFGERGJODGOJDGDFK  
GDFGSFS

(Which Renegade did actually support.. lol - there is a limit till your ren jus crashes, but its certainly far too long to be a serious play nickname)

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Subject: Re: Direct connect number of characters  
Posted by [Sladewill](#) on Tue, 15 Sep 2009 15:23:32 GMT  
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but there is a limited ammount nicks that are possible, when they are deleted ppl need new ones at some point this is gona run out so they need more characters

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Subject: Re: Direct connect number of characters  
Posted by [Nightma12](#) on Tue, 15 Sep 2009 17:38:28 GMT  
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thats on WOL...

direct connect you can join on any nick

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Subject: Re: Direct connect number of characters  
Posted by [Ghostshaw](#) on Tue, 15 Sep 2009 20:26:53 GMT  
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Tbh theres at least  $26 \times 36^8$  (2821109907456) possible nicks which should be sufficient tbh.

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Subject: Re: Direct connect number of characters  
Posted by [Sladewill](#) on Wed, 16 Sep 2009 15:18:58 GMT  
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with the possibility of many ppl deleting there old nicks and making new ones.

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