Subject: [SSGM 4.0 Plugin] Join Name Regulator
Posted by iRANian on Fri, 11 May 2012 21:27:50 GMT
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A simple plugin that has the following features:

- Truncating names longer than a configurable limit
- Replacing characters in a name
- Changing a name when a player joins under an illegal name, you can configure the name to change to and the amount of digits appended to it

These features have been done by multiple people over the years, but I felt like writing this anyway. You can contact me under the nick 'iRANian' on renforums.com. To install place 'JoinNameRegulator.dll' in your FDS folder and add an entry under the [Plugins] section of SSGM.ini and at the bottom of that file add:

[JoinNameRegulator]
GuestNick = Player ; Name to use + randomly generated digits when a player joins with an illegal name
GuestAppendDigits = 6 ; How many digits to append to the GuestNick
AllowedNameLength = 18 ; The maximum allowed length for a name, anything longer than this number will be truncated to this maximum

[JoinNameRegulator_IllegalNamesTable]
; Players who join with one of these nicks will have their name changed to the values configured above
01 = Host
02 = Renegade
03 = Unnamed

[JoinNameRegulator_IllegalCharactersTable]
; This replaces an illegal character to the left of the '=' sign with the character on the right

;WhiteSpace = ! ; WhiteSpace is a special value as the character can't be loaded from the INI loading system
;[= _

Subject: Re: [SSGM 4.0 Plugin] Join Name Regulator
Posted by Sean on Fri, 11 May 2012 22:19:32 GMT
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This is really awesome, I know that the old BRenbot had issues with crashing when players joined with illegal nicks. It was also a tad more difficult to ban them. This is really cool, well done.

Subject: Re: [SSGM 4.0 Plugin] Join Name Regulator

Posted by iRANian on Sun, 22 Jul 2012 20:05:01 GMT

i've got a report this plugin somehow causes a crash in tt.dll so i'm removing the download for it for now.

Subject: Re: [SSGM 4.0 Plugin] Join Name Regulator
Posted by iRANian on Tue, 24 Jul 2012 19:07:05 GMT

It's because a function used to get a string's length can't handle a string that's only one character long or something like that.

Subject: Re: [SSGM 4.0 Plugin] Join Name Regulator
Posted by cAmpa on Tue, 31 Jul 2012 11:41:19 GMT

Funny idea, could you send me the source, maybe i find a second way.

Subject: Re: [SSGM 4.0 Plugin] Join Name Regulator
Posted by bmruze on Tue, 31 Jul 2012 13:05:07 GMT

iRANian wrote on Sun, 22 July 2012 13:05i've got a report this plugin somehow causes a crash in tt.dll so i'm removing the download for it for now.

Could you use some code to add +4 numbers/letters to that single character then later do the removal of all 5?

Subject: Re: [SSGM 4.0 Plugin] Join Name Regulator
Posted by iRANian on Tue, 31 Jul 2012 13:31:07 GMT

It crashes when a guy with a single character nickname joins the server.

Subject: Re: [SSGM 4.0 Plugin] Join Name Regulator
Posted by roszek on Tue, 04 Sep 2012 20:41:03 GMT

Can you release the source for this plugin regardless?

Subject: Re: [SSGM 4.0 Plugin] Join Name Regulator
Posted by iRANian on Tue, 04 Sep 2012 21:15:08 GMT

Sure.

File Attachments
1) JoinNameRegulator.zip, downloaded 293 times