Subject: Re: scripts.dll 2.1.3 progress report
Posted by Halo38 on Sun, 05 Jun 2005 14:17:42 GMT
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jonwil wrote on Sun, 05 June 2005 09:38
If the nickname of the new player matches any of the following, the player is denied a connection
and a console message listing the IP address of the denied player is displayed:
Nickname length = 0
Nickname length > 20
Nickname = Hostname
Nickname has non-ascii characters (i.e. below ' ' or above '~')
Nickname is all spaces
Nickname matches a name already in use on the server

Excellent! thanks Jon, can't stand those cheaters