
Subject: Re: do the nickname fixes in scripts.dll 2.2.x/SSAOW 1.4 still work?

Posted by [TD](#) on Fri, 23 Dec 2005 00:20:48 GMT

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I've tried this with both SK's fix and new SSAOW 1.4 and without SK's fix.

Basically you can still take over nicks that are already in the server.

It goes like this on IRC:

Player ImGood joined the game

(hacker) Player ImGood joined the game

Player Imgood left the game

You see the hacker JOIN, so you see the same nick join twice, and if the hacker leaves, the other guy is still in the server but invisible.

Other bugs/info here: http://www.renegadeforums.com/index.php/m/183180/19522/#msg_183180
