Subject: do the nickname fixes in scripts.dll 2.2.x/SSAOW 1.4 still work?
Posted by jonwil on Tue, 20 Dec 2005 11:39:33 GMT
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I have one bug report of someone with a WOL server and SSAOW 1.4 (i.e. bhs.dll 2.2.2) where the nickname fix prints out the "Player with invalid nickname blocked" message but doesnt actually kick them from the server.

Can anyone else provide any evidence on this? (Does it work? Does it fail?)

Subject: Re: do the nickname fixes in scripts.dll 2.2.x/SSAOW 1.4 still work?
Posted by andysh on Tue, 20 Dec 2005 21:02:31 GMT
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We have had a situation (Xphaze)

(20:56:35) (&Xbot3) Player ????????? joined the game
(20:56:56) (&Xbot3) l0n3st4r killed ????????? (GDI Medium Tank vs Nod Minigunner)
(20:57:13) (&Xbot3) ????????? killed captgenu (Nod Minigunner vs GDI Havoc)
(20:57:32) (&Xbot3) Connection broken to client. 10
(20:57:33) (&Xbot3) Player ????????? left the game

(20:03:29) (@Xbot3) Player Bizmalt is lame joined the game

(20:06:37) (@Xbot3) Player A Good Name joined the game

They did not get kicked and we were running 1.4 with the latest bhs.dll.

EDIT: I relised we didn't have the bandtest.dll with the nickname fix in it

Subject: Re: do the nickname fixes in scripts.dll 2.2.x/SSAOW 1.4 still work?
Posted by jonwil on Wed, 21 Dec 2005 10:40:51 GMT
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You dont need the bandtest.dll with the nickname fixes if you are using SSAOW 1.4 (which includes scripts.dll 2.2.2).
When I have some time, I will see just whats going on with the nickname fixes. Is this server running WOL or GSA? Windows or Linux?

Subject: Re: do the nickname fixes in scripts.dll 2.2.x/SSAOW 1.4 still work?
Posted by andysh on Wed, 21 Dec 2005 20:00:01 GMT
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Windows with WOLSPY but I think the first occasion was when we were only on WOL (XWIS)

Subject: Re: do the nickname fixes in scripts.dll 2.2.x/SSAOW 1.4 still work?
Posted by Cat998 on Wed, 21 Dec 2005 22:36:25 GMT
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Huge report: http://www.renegadeforums.com/index.php?t=msg&th=18155&start=0&rid=1976

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