Subject: how did this happen?
Posted by jnz on Fri, 15 Sep 2006 18:47:28 GMT
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^^

as you may know i am still a n00b when it comes to the FDS, this may be spam...

File Attachments
1) huh.JPG, downloaded 555 times

```
The Current Map Number is 3
Host: This map is:C&C_islands.mix
Player with invalid nickname blocked, player IP was 69.181.150.66
plimitd
>Current player limit is 1
```

Subject: Re: how did this happen?
Posted by trooprm02 on Fri, 15 Sep 2006 19:37:48 GMT
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I have never seen that

Im guessing lan exploit'd the host name

Subject: Re: how did this happen?
Posted by jnz on Fri, 15 Sep 2006 20:43:10 GMT
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oh i forgot to ssay that i was in the server at the time.

Subject: Re: how did this happen?
Posted by tonyrolm on Fri, 15 Sep 2006 20:44:52 GMT
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It appears to be the nicknameExploit in action.

Readme.txt file from nicknameExploitFix.zip
Following exploits are fixed:
- Use of zero length nicknames
- Use of nicknames that match the hostnames
- Use of characters below " " and above "~"

- Use of nicknames that are already used in the game
- Use of nicknames that consist of spaces only
-       Use of very long nicknames
People using above exploits will be blocked from connecting to your server.
Credits:

* Coder:
- Sir Kane
* Contributors (in alphabetical order)
- Crimson (list of possible exploits, hosting this fix)
- DaEspion (list of possible exploits, testing)
* Fag(s) who made this possible
- Cyberpunk aka Cyberprick

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Subject: Re: how did this happen?
Posted by jnz on Fri, 15 Sep 2006 20:48:55 GMT
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but wouldnt the server even refuse a port if it is full?

thank you for the info though.

Subject: Re: how did this happen?
Posted by tonyrolm on Fri, 15 Sep 2006 20:58:26 GMT
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But what it is stating, 'Player with invalid nickname blocked'
Not sure if you get the same response if there was no available ports for a player to join.
I don't think you would get any message in that case.
Not positive.

Subject: Re: how did this happen?
Posted by jnz on Fri, 15 Sep 2006 21:06:49 GMT
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well however he connected to my server he did it somehow. it should say what username he was trying to hack with.

Subject: Re: how did this happen?
Posted by dead6re on Sat, 16 Sep 2006 07:23:10 GMT

That message I belieave is actually from BHS.dll - This means the player was blocked when he was attempting to join the game because he had an invaild nickname.