Subject: scripts.dll 2.1.3 is out

Posted by jonwil on Wed, 17 Aug 2005 09:02:53 GMT

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I have finally gotten 2.1.3 finshed and out
get it from http://www.sourceforge.net/projects/rentools/

Changes since 2.1.2:
A few bug fixes (cant remember what, crash fixes mainly I think)
new console commands to disable and enable the client chat log
A better description of how to add a chat hook has been added to the documentation (in bhs.txt)
I added code to disable certain network interfaces that could be used to cheat.
And I added code to block people with an invalid nickname (since they cant be kicked by normal means)
Blocked nicknames are those with:
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
This code replaces the existing bandtest.dll fix (so you dont need it anymore, I suggest removing it in case it conflicts).

I am not sure exactly what will be comming out next, I want to go through and audit the code for bugs and memory leaks and stuff.
Plus there are some things wanted for SSAOW and some stuff Reborn wants and a few other things I have in mind, its just a question of how much time I can spend on this.