Subject: 3.4.4 Send_Message_Player Disconnect
Posted by Jerad2142 on Sat, 06 Feb 2010 19:17:30 GMT

View Forum Message <> Reply to Message

In scripts 3.4.4, if you send a string of more than 238 chars it will cause the receiving client to lose their connection (Or possibly all clients, this has only been tested during 2v2).
239 = disconnect, 238 = works

Just though you guys would want to know.