Subject: Re: 3.4.4 Send_Message_Player Disconnect
Posted by GEORGE ZIMMER on Sun, 07 Feb 2010 21:24:37 GMT

View Forum Message <> Reply to Message

StealthEye wrote on Sun, 07 February 2010 11:50There are several issues with long messages. First the message length can't exceed 0x100 = 256 characters. (you probably found 238 because there are additional headers prepended or w/e). Additionally the total packet (packet type, message type, sender, message, etc.) can not exceed 548 bytes. I think messages are sent as wide char strings, meaning the total message length can still not exceed 274-(1/2 bytes needed for additional headers) characters even if we enlarge the 0x100 limit. This means the extra space gained by doing so would be marginal. Lifting the 548 is atm not possible afaik, because we do not own all places that touch packets. Cloning all these is probably a lot of work.

Best we can do atm is probably to avoid clients crashing when these messages are sent, or avoid sending messages of this length at all.
Would it be possible to check the length, and if it's too big, cut it into several messages?