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Subject: Nickname exploit fix

Posted by [Sir Kane](#) on Wed, 04 May 2005 20:15:30 GMT

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This DLL will fix the following exploits:

- [\*]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[/list:u]

Following console commands are added to manage this fix:

- [\*]"rban [<ban id>]", this is used to either display a list of all active bans (when passing no parameters) or removes a ban when a ban id is specified
- [\*]"rehash", this reloads the Antinamehack.INI configuration file[/list:u]

People using above exploits will be blocked from connecting to your server.

Installation: Replace the bandtest.dll in the FDS installation folder with the one included and copy "Antinamehack.INI" to the folder.

Open "Antinamehack.INI" for configuration and configuration information.

Brought to you be the leet one aka Sir Kane!

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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Download it here <http://download.n00bstories.com/nicknameExploitFix.zip>

-- If you have any questions, please post them here!

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Subject: Nickname exploit fix

Posted by [cheesesoda](#) on Wed, 04 May 2005 20:24:52 GMT

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Nice work.

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Subject: Nickname exploit fix  
Posted by [JPNOD](#) on Wed, 04 May 2005 20:40:45 GMT  
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Cant get any better  
Brilljant, good job!

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Subject: Nickname exploit fix  
Posted by [Cat998](#) on Wed, 04 May 2005 21:02:26 GMT  
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yah, its really nice

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Subject: Nickname exploit fix  
Posted by [Jellybe4n](#) on Wed, 04 May 2005 22:29:26 GMT  
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Just tried it on my server, ive never been so happy to get banned and have my ren crashed.

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Subject: Nickname exploit fix  
Posted by [almor999](#) on Wed, 04 May 2005 22:36:11 GMT  
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same

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Subject: Nickname exploit fix  
Posted by [vloktboky](#) on Thu, 05 May 2005 02:29:07 GMT  
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Nice job SK. Many people were wanting/needng this fix. You've done good.

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Subject: Nickname exploit fix  
Posted by [PhrozenUnit](#) on Thu, 05 May 2005 05:07:01 GMT  
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FDS crashed when attempting to delete a nonexistant ban.

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Subject: Nickname exploit fix  
Posted by [Sir Kane](#) on Thu, 05 May 2005 07:02:03 GMT  
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Yeah, sorry, forgot one line of code there. Will get a new copy up as soon as possible.

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Subject: Nickname exploit fix  
Posted by [PhrozenUnit](#) on Thu, 05 May 2005 07:30:42 GMT  
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Any chance of adding code to add bans?

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Subject: Nickname exploit fix  
Posted by [Sir Kane](#) on Thu, 05 May 2005 07:58:53 GMT  
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Can do that. Anything else?

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Subject: Nickname exploit fix  
Posted by [Demolition man](#) on Thu, 05 May 2005 10:40:49 GMT  
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yeah make it quit the game after 5min

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Subject: Nickname exploit fix  
Posted by [dead6re](#) on Thu, 05 May 2005 12:11:19 GMT  
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Silent KaneCan do that. Anything else?

Yea, ill find u on irc and ask you it. ^^

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Subject: Nickname exploit fix  
Posted by [Sir Kane](#) on Thu, 05 May 2005 12:11:57 GMT  
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Ask here.

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Subject: Nickname exploit fix

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Posted by [l3eastie](#) on Thu, 05 May 2005 13:31:03 GMT

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SK's fix > Jonwil

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Subject: Nickname exploit fix

Posted by [Cat998](#) on Thu, 05 May 2005 15:00:08 GMT

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Jonwil has nothing to do with ssaow noob.

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Subject: Nickname exploit fix

Posted by [cheesesoda](#) on Thu, 05 May 2005 17:32:25 GMT

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Who cares if jonwil has nothing to do with this, he's still stating a fact. SK > jonwil

---

Subject: Nickname exploit fix

Posted by [ssptweek](#) on Thu, 05 May 2005 18:08:42 GMT

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Can this be used with SSCTF, or dragonade?

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Subject: Nickname exploit fix

Posted by [Renx](#) on Thu, 05 May 2005 18:26:00 GMT

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It can be used with any configuration.

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Subject: Nickname exploit fix

Posted by [Creed3020](#) on Thu, 05 May 2005 18:41:05 GMT

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Great Job Silent Kane!!!

We really appreciate this. Renegade can now once again be secure against these stupid kids.

I also enjoyed the credits section

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Subject: Nickname exploit fix  
Posted by [PhrozenUnit](#) on Thu, 05 May 2005 19:54:39 GMT  
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It can definatelly work with Dragonade.

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Subject: Nickname exploit fix  
Posted by [Whitedragon](#) on Fri, 06 May 2005 00:19:55 GMT  
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A much needed fix, though alot of people have already made their own fixes to these exploits i imagine this will work better then all of them, good work.

And yes, this should work with SSAoW, Dragonade, or any other server side mods.

j\_ball430Who cares if jonwil has nothing to do with this, he's still stating a fact. SK > jonwil  
Of course! It's not like jonwil made custom scripts.dll possible or anything crazy like that.

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Subject: Nickname exploit fix  
Posted by [Crimson](#) on Fri, 06 May 2005 14:58:54 GMT  
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As of this post, the download has been replaced with a version that fixes the bug mentioned above (deleting non-existent bans)... you might want to download the new version at your convenience.

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Subject: Nickname exploit fix  
Posted by [msgtpain](#) on Sat, 07 May 2005 03:20:37 GMT  
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this is a wonderful fix.. now, how about fixing the RGINFO WOL flood? Is that possible too?

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Subject: Nickname exploit fix  
Posted by [Sir Kane](#) on Sat, 07 May 2005 06:21:53 GMT  
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Should be. Will take a look later on.

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Subject: Nickname exploit fix  
Posted by [Cat998](#) on Sat, 07 May 2005 10:58:29 GMT  
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And also fix udp flooding, it's still possible.  
I have installed all fixes against it and it still works :S

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Subject: Nickname exploit fix  
Posted by [TD](#) on Thu, 19 May 2005 00:37:09 GMT  
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Wonderful fix.

AWESOME WORK GUYS, THANKS FOR SUPPORTING THE COMMUNITY.

This patch should be in brenbot by default if the author's allow it

DOWN WITH the cheaters!

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Subject: Nickname exploit fix  
Posted by [Kanezor](#) on Thu, 19 May 2005 12:35:23 GMT  
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Added the fix to my servers. We'll see how well it does.

TDThis patch should be in brenbot by default if the author's allow it  
BRenBot has little, if anything, to do with this fix. The fix may belong in CorePatch 2, however.

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Subject: Nickname exploit fix  
Posted by [TD](#) on Thu, 19 May 2005 23:20:03 GMT  
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It's added to our server too, it works perfectly, a noname hacker gets name TURDMASTER# (#=random number) and is able to get kicked. He also gets banned by ip automatically.

Good fix.

Well, at least, this fix should be spread everywhere!

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Subject: Re: Nickname exploit fix  
Posted by [AADude7](#) on Thu, 22 Sep 2005 22:30:58 GMT  
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Awesome script,  
but one question,  
will it block people from hacking you if your not host?

~~~I think you'll say 'no'~~~

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Subject: Re: Nickname exploit fix

Posted by [Renx](#) on Tue, 27 Sep 2005 20:03:25 GMT

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If someone tries to join the server with a name that's already in use inside the server, it will change their name accordingly.

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