
Subject: how did this happen?
Posted by [jnz](#) on Fri, 15 Sep 2006 18:47:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

^^

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 613 times



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

Subject: Re: how did this happen?
Posted by [trooprm02](#) on Fri, 15 Sep 2006 19:37:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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

Copyright (c) 2005 Sir Kane

All rights reserved

Subject: Re: how did this happen?

Posted by [jnz](#) on Fri, 15 Sep 2006 20:48:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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