

# NightFall Filters Documentation

## IP Filter

Name	IP Filter
Description	Responsible for IP address based bans.
File	<code>mainta/ipfilter.cfg</code> or <code>maintt/ipfilter.cfg</code>
Allowed values	An IP address. Masks are allowed.
Example	<code>192.168.1.1</code> or <code>192.168.*.*</code>
Behaviour	If a player with matching IP address connects, he is disallowed from joining the server.

## Name Filter

Name	Name Filter
Description	Responsible for name based bans.
File	<code>mainta/namefilter.cfg</code> or <code>maintt/namefilter.cfg</code>
Allowed values	An IP address. Masks are allowed.
Example	<code>ass</code> only matches name <code>ass</code> . Using <code>~any</code> allows matching inside name. <code>ass ~any</code> matches any name containing the word <code>ass</code> .
Behaviour	If a player with matching name connects, he is disallowed from joining the server.

## Protected Name Filter

Name	Protected Name Filter
Description	Responsible for password protecting names.
File	<code>mainta/protectednamefilter.cfg</code> or <code>maintt/protectednamefilter.cfg</code>
Allowed values	A protected name entry, consists of name, and password.
Example	<code>name=RyBack password=MyPrivateNamePassword</code>
Usage	To use the password, add this line to your <code>unnamedsoldier.cfg</code> : <code>setu cl_namepass "MyPrivateNamePassword"</code>
Behaviour	If a player with matching protected name connects without password or with wrong password, he is disallowed from joining the server.

## Chat Filter

Name	Chat Filter
Description	Responsible for filtering chat messages.
File	<code>mainta/chatfilter.cfg</code> or <code>maintt/chatfilter.cfg</code>
Allowed values	A chat filter word.
Example	<code>ass</code> or <code>fuck</code>
Behaviour	If a player tries to send a message containing a banned word in chat filter, he is warned and message is not sent. If player exceed maximum allowed banned chat word attempts, he is kicked. This limit is specified in <a href="#">g_badchatlimit</a> .