**#20101** - <https://redmine.vnc.biz/issues/20101>

1. **Description**:

And now, we change the feature: we check format username-string if it includes >= 1 special characters like "@#$%^&\*{}[]" then display the error message AND abort creation of the room, invitation user also. If user isn't in user-list, still send invitation to this users.

1. **Analytic**
   1. **Root cause**:
   2. **Solutions**:

1. **Implementation**
   1. **Code:**

* Modified function \_validateInvitees(invitees): return true or false

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| biz\_zcs\_vnc\_talk\_zimlet\_HandlerObject.\_validateInvitees = function(invitees){  //Check if invalid username id is entered  var inviteeRegex = RegExp(/[`~@!#$%\^&\*+=\[\]\\';,/{}|\\":<>\?\\\)\(]/g);  var inValidUser = [];  var \_invitees = [];  var userList = invitees.split(';');  //Pushing all invitees list into array and validating them.  for(var i = 0; i<userList.length; i++){  var currentUser = userList[i];  var isValidUser = inviteeRegex.test(currentUser);  if(isValidUser){  inValidUser.push(currentUser);  }else{  \_invitees.push(currentUser);  }  }  //Alert user if wrong invitee entered into invitee list.  if(inValidUser.length > 0){  console.log('inValidUser\n', inValidUser);  var content = "Following are invalid username.Please correct it.<br/>";  for(var i=0; i<inValidUser.length; i++){  content = content + inValidUser[i]+"<br/>";  }  var msg = appCtxt.getMsgDialog();  msg.setMessage(content,DwtMessageDialog.WARNING\_STYLE);  msg.popup();  }  if (inValidUser.length > 0)  return false;  else  return true; } |

* Modified fucntion \_invitePeopleDialogOkListener and \_addPeopleDialogOkListener to check invitees before sending invitation.
* Then modified on Prosody Packaging, self.createGroupchatPrompt check input "invitePeople".

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| self.createGroupchatPrompt = function() { ... // Read the value  self.invitePeople = jQuery('#jappix\_popup div.jm\_prompt form').find('#input\_invite\_people\_talk').val();  if (!biz\_zcs\_vnc\_talk\_zimlet\_HandlerObject.\_validateInvitees(self.invitePeople)){  self.closePrompt();  return false;  }; ... } |