
Subject: Re: Thoughts on 2.7 and beoynd
Posted by [Mad Ivan](#) on Tue, 11 Apr 2006 20:53:50 GMT
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Cat998 wrote on Tue, 11 April 2006 16:21: theplague wrote on Tue, 11 April 2006 04:25: S kinda has nothing to do with scripts, the serial hash is sent from the RG master server to the rg server linked to the FDS.

How are GSA servers be able to kick players with invalid serials then ?

They aren't anymore.
