Subject: Re: scripts.dll requests
Posted by =HT=T-Bird on Wed, 07 Jun 2006 16:12:13 GMT
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Ma1kel wrote on Wed, 07 June 2006 07:56You can't use a serial hash, a serial hash is kind of encryption.
The serial hash in most games is taken by applying a one-way hash function (such as SHA 1 or HMAC protected MD5) to the serial, so the only thing a serial hash is good for is uniquely ID'ing a particular copy of Renegade.