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Subject: Re: nickname Spoofers fix?

Posted by [GEORGE ZIMMER](#) on Mon, 26 Oct 2009 19:46:11 GMT

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YazooGang wrote on Mon, 26 October 2009 13:39 Direct connect should stay since most of the people lost their keys and stuff. What we need to do is register IP addresses with the nickname and if someone else joins with a different ip with your account, the game just qkicks him out of the server. The nickname owner can input multiple ips and even change them. Thats would be awesome!

Sigh, it's been said before. Dynamic IP's gets in the way of this. How would it differentiate between a random person's IP and your IP that is different?

Also why is it that half of this topic isn't even about the LAN spoof glitch?

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