StealthEye wrote on Thu, 01 April 2010 11:08The group of nicknames will have the same issue though: the problem isn't so much how to limit, and whether it's on nickname, serial, hardware id or whatever else. The problem is preventing players from faking this information. This can't be prevented; it can only be made harder by means of a online registration service or something like that. Making it harder for people to change their id however also makes it harder for new players to register, which we probably want to avoid.
Yeah, exactly. It's people faking their ID that's the real problem. I remember having to deal with that shit alot on a server I was admin of awhile back. People don't realize how annoying just one person can be... let alone hundreds.