
Subject: Re: Serials

Posted by [Gen_Blacky](#) on Fri, 02 Apr 2010 22:22:18 GMT

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StealthEye wrote on Thu, 01 April 2010 12:08The 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.

well i would expect what ever system you guys use it would be encrypted several different not just one way. Once someone figures out how to change this information i would expect tt to make monthly updates. once the flaws have been found, or making it even harder to change that information.

Yea making a complex online registration will be a big struggle. Hopefully you guys can make simple system that will be secure and simple to use.

Maybe make a system like renlist had. Where you just login with the tt client to wol, its just as fast as direct connecting. Then block direct connecting. That would stop nick spoofing but might piss of some players and maybe easily bypassed. For gamespy players it would just auto load the tt client when they start renegade.

I currently only use dc to play in servers. But if tt had a system like that i wouldn't mind it.
