
Subject: Re: Resetting Password and Inactive Nick Deletion?

Posted by [trooprm02](#) on Sun, 19 Sep 2010 03:17:40 GMT

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halo2pac wrote on Sat, 04 September 2010 19:23 Well I fixed that buddy list problem a long time ago when I released ReneBuddy.. well I didn't add the what server they are in thing, but I really lost interest with it since the wol protocol change a lot... so I lost a lot of features.

But with the new controll panel i can only have 9 nicks. and I have 5 serials.. which is 45 nicks. so thats a bummer.

and dont ask what I do with 45 nicks. half are for servers half are for misc.

Actually, a few this:

1)the previous system allowed for 9 nicks per serial, now its 9 nicks per account, regardless of how many serials are attached to it....

2)also, I can only imagine the amount of players were are losing by forcing them to register through this control panel to play renegade online

3)1 password for all our nicks? you'd think Olaf would have the programming skills to just divide up the "pass" column in the XWIS database into several sections...or maybe they just got lazy designing their awful database structure?
