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Subject: Re: Serial Hash Request

Posted by [reborn](#) on Thu, 08 Sep 2011 09:37:49 GMT

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Works on clients connected to your FDS via any means (GameSpy, RenIP, XWIS etc).

However it is believed that you can only rely on the response from XWIS clients (as the client goes through serial validation on XWIS, as where DC it does not, so they can enter any serial they want, resulting in worthless hash collection).

In truth, you cannot even really rely on the XWIS client's responses either.

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