
Subject: Resetting Password and Inactive Nick Deletion?

Posted by [halo2pac](#) on Wed, 01 Sep 2010 02:26:08 GMT

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So I am trying to host a server to test a plugin right?
and then I forget the password to my hostname... great.. so i go and try to reset it.. it won't reset.

So I try it with Rene-Buddy.. (which will reset your password if you choose to do so)

No luck.. and I get errors...

So that means something with the WOL Protocol has changed yet... again.

How do I reset my password?

and also why are all my nick names gone?

I have 5 serials full of nicks and hostnames and there all gone. except my main 'halo2pac' name.
which I use every once and a while.

which leads me to believe inactive nicks are deleted. Why? They were my nicks.

Hopefully someone can shed some light on this.

Subject: Re: Resetting Password and Inactive Nick Deletion?

Posted by [Goztow](#) on Wed, 01 Sep 2010 06:59:46 GMT

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You now need to register your serial with a controlpanel to do this kind of stuff. Noone knows why this was changed, tbh.

And yes: some inactive nicks were deleted. Noone really knows why and which nicks were deleted, even not Olaf. Thanks, xwis .

Subject: Re: Resetting Password and Inactive Nick Deletion?

Posted by [halo2pac](#) on Thu, 02 Sep 2010 13:12:52 GMT

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Are those nicks lost for ever?

And when I use that control panel it looks like it only controls the other games besides ren.

EDIT:

Ok, after u add a serial the "RG" option appears. (I had to grow 2 more balls just to get up to typing in one of my precious serials.)

and the nicks aren't lost forever... since now I own one of the a00000000 (high level) hostnames thanks xwis .. i was hoping for a000 but its taken.

and how safe is the control panel? can people hack in?
who is incharge?... and can he/she see my passwords/serials ultimately (or possibly)?

lol and... how do I reset a password for a certain nick.. since the old method doesnt work? I couldn't see how.

Subject: Re: Resetting Password and Inactive Nick Deletion?

Posted by [Starbuzz](#) on Fri, 03 Sep 2010 22:16:13 GMT

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halo2pac wrote on Thu, 02 September 2010 08:12

and how safe is the control panel? can people hack in?
who is incharge?... and can he/she see my passwords/serials ultimately (or possibly)?

lol and... how do I reset a password for a certain nick.. since the old method doesnt work? I couldn't see how.

Rather than the safety of the control panel, I am more wary of those who are in-charge. I would think they can be trusted.

All our nicks and password are right there to see though! As for the serial, the control panel only shows what seems to be a numerical block of ID numbers per serial. I am not sure if those in charge can see the whole serial.

As for resetting the password, all nicks have the same password lol. If you put all your serials and their nicks in 1 control panel account, then they all have the same pw. You can change the pw by clicking on the "change password" button. So this changes the pw for all the nicks.

The only way to have different password for specific nicks (say for example if there is someone else in the family who plays Ren and has their own game copy/serial/nick/password) is to create a different control panel account with a different email.

edit:

The main gripe I have is that during joining the XWIS serverlist, the message 2 months ago said that to use our Buddy list, we have to create a control panel account and register our serials there. Now even after doing that, the buddy list resets itself every time after a ren restart. That's very frustrating to me because I really depend on the buddy list because I like to play when people I know are playing so I can get to tech their artys and whatnot. And it's silly to type in the list of buddies over and over again so I kinda gave up. I hope it will be fixed though.

Subject: Re: Resetting Password and Inactive Nick Deletion?

Posted by [halo2pac](#) on Sun, 05 Sep 2010 00:23:50 GMT

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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.

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 19:23Well 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?

Subject: Re: Resetting Password and Inactive Nick Deletion?

Posted by [halo2pac](#) on Mon, 20 Sep 2010 03:49:35 GMT

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I really think TT should focus on this before the release of 4.0 to fix a lot of the wol problems.

Subject: Re: Resetting Password and Inactive Nick Deletion?

Posted by [Starbuzzz](#) on Mon, 20 Sep 2010 16:27:06 GMT

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halo2pac wrote on Sun, 19 September 2010 22:49I really think TT should focus on this before the release of 4.0 to fix a lot of the wol problems.

I believe the same too. I always thought the WOL nick/password creation system was shot.

Who knows how many players ragequit trying to make an account?

Hell, StarCraft 1 has better nick creation system than Renegade.

trooprm02 wrote on Sat, 18 September 2010 22:17

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

good point...you cannot even make nicks the old way anymore before logging into XWIS. Definitely lost some players.

Subject: Re: Resetting Password and Inactive Nick Deletion?

Posted by [ExEric3](#) on Mon, 20 Sep 2010 18:17:21 GMT

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Just for info:

From that are these hostnames:

If I log on XWIS at morning there are 110 players. Of course here isnt direct connect.

Subject: Re: Resetting Password and Inactive Nick Deletion?

Posted by [trooprm02](#) on Mon, 20 Sep 2010 21:50:37 GMT

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^You only get that info when you login with an already existing account tho (I should check what message you get when you first login with a new nick, without registering it).

@players, actually yah that is weird...1+112 still doesn't equal 182 lol where is XWIS getting these numbers from and what do they mean?

Subject: Re: Resetting Password and Inactive Nick Deletion?

Posted by [Starbuzz](#) on Tue, 21 Sep 2010 00:18:23 GMT

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trooprm02 wrote on Mon, 20 September 2010 16:50^You only get that info when you login with an already existing account tho (I should check what message you get when you first login with a new nick, without registering it).

Last time I tried to create a completely new nickname (2 months back), it would not go through. I believe it just said "connection timed out" or hung like that when I made a new nick and attempted to login in.

That's when I thought it had to do something with this new control panel system and then began to understand how this new nick creation system worked. But a new player is totally in limbo.
