
Subject: this may be stupid thing to ask..

Posted by [Distrbd21](#) on Mon, 21 May 2012 05:00:07 GMT

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I use Brenbot 1.53 and I'm trying to get players serial hash to add them to 4.0 white list so we can use sniper hud in 4.0..

Subject: Re: this may be stupid thing to ask..

Posted by [danpaul88](#) on Mon, 21 May 2012 08:05:07 GMT

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I'm not sure BRenBot 1.53 natively supports getting serial hashes, older versions of BRenBot relied upon the RG network to get them. I would have to look at the code to see if it actually has any way to get them in 4.0.

There are lots of serial plugins floating around that you could use, no idea if they are compatible with SSGM 4.0 though.

Subject: Re: this may be stupid thing to ask..

Posted by [Distrbd21](#) on Mon, 21 May 2012 11:35:13 GMT

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Well I found out how to get it, now I just need to figure out where this so called whitelist is..

4.0 has it so you can say serial playerID in the fds window to get there serial hash.

Subject: Re: this may be stupid thing to ask..

Posted by [iRANian](#) on Mon, 21 May 2012 12:03:02 GMT

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You need to get the hash of the skin file, not a player. See http://www.tiberiantechologies.org/wiki/index.php/File-hash_anti-cheat

Subject: Re: this may be stupid thing to ask..

Posted by [Distrbd21](#) on Mon, 21 May 2012 20:14:46 GMT

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iRANian wrote on Mon, 21 May 2012 07:03 You need to get the hash of the skin file, not a player. See http://www.tiberiantechologies.org/wiki/index.php/File-hash_anti-cheat
TY SO Much
