
Subject: Idea for CP2/RG 1.04

Posted by [SuperMidget](#) on Wed, 23 Nov 2005 19:03:34 GMT

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On GSA, when you change your nick, your recs + stats on every server is lost (as I'm quite sure many of you already know). Is it possible to include something to prevent this from happening in the CP2/RG 1.04 ?

It would also have to go along with perhaps another brentbot patch too, but it would be worth it.

Eg.

[RC]SuperMidget[L] Joins the game, has 43 recs.

I change my GSA name

SuperMidget Joins the game, has 0 recs.

Know what I mean? Also, I'm assuming this would also happen for MP's GSA+wol ladder they have going on, is there anyway for the system to detect your specific GSA code/IP instead of the characters in your name?
