Subject: Re: scripts.dll requests
Posted by =HT=T-Bird on Thu, 08 Jun 2006 11:49:43 GMT

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Goztow wrote on Thu, 08 June 2006 01:46So this isn't the same hash as is in your registry?

Basically you would take the serial, hash it (with a different algorytm than renegade uses to put it in the registry) and then exchange the hashed serials with other server owners. That way there's no more need to wait for Xwis to free the id's.
Actually, if Get_Player_Serial uses the SAME algorithm as the Renegade client, we could use the serial, client IP, and nickname in a 2-out-of-3 majority-AND authentication scheme for players (banning, moderator rights, protection against nickname theft).