
Subject: Re: Serials

Posted by [Gen_Blacky](#) on Wed, 31 Mar 2010 18:42:21 GMT

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well you would encrypt the id so no one could change it even if they reinstalled renegade or tried to bypass it. Like giving each user a special install password. They cant install without that password and it would just generate this id. It was just an idea and might take a lot of work. Servers would just kick someone using a name that's under a different id or whatever. It would basically replace renegade serials and we wouldn't even worry about players serial's anymore. This kind of system might have a problem with many people not being able to install the update and drive many players away.

This would solve the gsa and the direct connect problem because they will still have to use the tt client.
