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Subject: Re: Serials

Posted by [StealthEye](#) on Thu, 01 Apr 2010 17:08:25 GMT

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The group of nicknames will have the same issue though: the problem isn't so much how to limit, and whether it's on nickname, serial, hardware id or whatever else. The problem is preventing players from faking this information. This can't be prevented; it can only be made harder by means of a online registration service or something like that. Making it harder for people to change their id however also makes it harder for new players to register, which we probably want to avoid.

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