
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?

Subject: Re: Idea for CP2/RG 1.04

Posted by [Ma1kel](#) on Wed, 23 Nov 2005 20:51:35 GMT

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Since when that's coded into CP/RG?

Subject: Re: Idea for CP2/RG 1.04

Posted by [Goztow](#) on Thu, 24 Nov 2005 08:07:05 GMT

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Rec's are stored in a database-file. It only stores your name, the comment and the name of the person who rec'ed you (and timestamp). There's no way the game can tell on Gamespy that you are the same person if you change name. IP -> most people have dynamic IP. Ren serial -> what if your brother also plays? Authentication system -> overkill?

Subject: Re: Idea for CP2/RG 1.04

Posted by [danpaul88](#) on Thu, 08 Dec 2005 13:57:52 GMT

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Goztow wrote on Thu, 24 November 2005 08:07 Rec's are stored in a database-file. It only stores your name, the comment and the name of the person who rec'ed you (and timestamp). There's no way the game can tell on Gamespy that you are the same person if you change name. IP -> most

people have dynamic IP. Ren serial -> what if your brother also plays? Authentication system -> overkill?

in other words the simple answer is pick a name and stick to it

btw, if you change your name back you should get back all your recs from that nick.

Subject: Re: Idea for CP2/RG 1.04
Posted by [Nightma12](#) on Fri, 09 Dec 2005 19:36:19 GMT
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how does a !giveallrecs command sound?

gives ALL your recs to a different player

used for changeing your player name?

Subject: Re: Idea for CP2/RG 1.04
Posted by [danpaul88](#) on Sat, 10 Dec 2005 01:04:02 GMT
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i suppose, but if you type your new name wrong they could end up lost still, and since when are recs so important anyway
