Subject: Serial Hash Request
Posted by sycar on Thu, 08 Sep 2011 00:40:59 GMT
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I was wondering whether someone could fill me in on the requirements for a serial hash request.

So for example, is it down to a version of scripts on the client side, or (more likely) does it require a Core patch - and if so which version/cp. Also, to ensure the response is valid would it have to be via an xwis connection or could I guarantee the serial response from a direct connect?

Thanks in advance,
sycar

Subject: Re: Serial Hash Request
Posted by reborn on Thu, 08 Sep 2011 09:37:49 GMT
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Works on clients connected to your FDS via any means (GameSpy, RenIP, XWIS etc).

However it is believed that you can only rely on the response from XWIS clients (as the client goes through serial validation on XWIS, as where DC it does not, so they can enter any serial they want, resuliting in worthless hash collection).

In truth, you cannot even really rely on the XWIS client's responses either.

Subject: Re: Serial Hash Request
Posted by sycar on Thu, 08 Sep 2011 10:48:04 GMT
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So even clients running a clean install with only the 1037 patch will return a serial, regardless if its an legitimate one or not?

Subject: Re: Serial Hash Request
Posted by jonwil on Thu, 08 Sep 2011 11:05:01 GMT
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Yep, they will return a serial.

Subject: Re: Serial Hash Request
Posted by sycar on Thu, 08 Sep 2011 11:55:29 GMT
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Thanks

Subject: Re: Serial Hash Request
Posted by reborn on Thu, 08 Sep 2011 12:12:06 GMT
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Relying on serial hashs for bans is not an effective means of banning someone, even if you use only accept XWIS clients.

Subject: Re: Serial Hash Request
Posted by sycar on Thu, 08 Sep 2011 13:41:09 GMT
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I'm not

I'm looking into it as a means of providing player tracking without relying on the nickname, so different people can use the same nick without getting the same ranks etc, and likewise a player can use a different nick if there's is taken without a loss of achievements. Just in the R&D stage atm, so was wondering exactly when and if a serial would be sent

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