Subject: 4.0 Changing Serials/Hashes
Posted by Lazy5686 on Mon, 14 May 2012 03:04:06 GMT
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So I've had several people in the last few weeks come to me complaining about being banned for a shared serial.

All of them had recently installed 4.0 or had recently updated.
Why are scripts 4.0 "resetting" hashes?

Is it the scripts actually modifying the registry entry generating an improper serial?

Has the way the game itself sends the hashes changed?

I know for a fact that when I installed 4.0 the hash that was received when I joined changed. However it simply changed to a new hash unique to myself...

For the most part I've been redirecting people to v00d00's serial changer but that doesn't seem to work in all cases as 4.0 apparently "changes the serial back to all 0's."

A few people went and modified their registries with no luck as it was simply reset back to this "Shared serial" when they started their renegade again. Or the game would simply crash upon start up.

Can something be done about this or is there a better work around other than reinstall and hope it works, go back to 3.4, or hope the serial changer works?

Subject: Re: 4.0 Changing Serials/Hashes
Posted by ExEric3 on Mon, 14 May 2012 05:48:50 GMT
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In some installer was bug which doesnt coppied correct registry key and people after join sending empty value so serial is 000000000.....

I think Seye can type more.

Subject: Re: 4.0 Changing Serials/Hashes
Posted by iRANian on Mon, 14 May 2012 05:52:46 GMT
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v00d00's serial changer doesn't work with 4.0, you need to use this serial changer:
http://www.renegadeforums.com/index.php?t=msg&th=19368&start=25&rid=
25967#msg_num_23

Subject: Re: 4.0 Changing Serials/Hashes
Posted by Lazy5686 on Mon, 14 May 2012 14:20:36 GMT
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Thanks iRan.