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Subject: Re: Renguard + Skins

Posted by [Chuck Norris](#) on Wed, 08 Aug 2007 23:52:22 GMT

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trooprm02 wrote on Wed, 08 August 2007 11:49-colored c4's (timed, remote, and even proxies)I presume to "ban" a skin, Renguard checks if there is a replacement skin at all for that object, meaning in order to ban "cheap" skins, it has to ban them all for that object, meaning you'd HAVE to use the default skin for it in order to be considered not cheating. That creates a problem IMO with most skins.

I don't think either of these three need alternate skins though TBH, so I'd be fine if those three were banned. It's funny walking into your Ob or AGT after they've rushed to find they chucked a timed C4 in becuase it was mined and it goes off killing a few people anyway.trooprm02 wrote on Wed, 08 August 2007 11:49-colored sniping skins (blue saks, etc)As said above, ban one, ban all, and this would mean nobody could skin ANY snipers (Deadeye, Sakura, Havoc, etc.). I have skins on a few snipers, but NONE are bright or cheap. In fact, the default Deadeye skin is pretty easy to see (Orange and Blue sticks out a bit). I have the Green dead six skin pack, so he's a relatively dark green. Ditto for Havoc. My Black Hand sniper and Sakura are default though. I disagree with this one.trooprm02 wrote on Wed, 08 August 2007 11:49-that christmas tree reticle that shins even thro building wallsI'm not aware of what this is.trooprm02 wrote on Wed, 08 August 2007 11:49-any type of radar mod (SK's version namely)Again, not aware of what this is.trooprm02 wrote on Wed, 08 August 2007 11:49-and even that hud sniper (clear scope) skinI use a sniping scope, I admit, but it just turns the green clear and makes the circle into a slightly larger box. It's that one BC considers legal. I wouldn't really mind if this were to be banned though since I basically never use the scope when sniping.

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