Di3HardNL wrote on Fri, 29 May 2009 18:05The reason why I stick to Renegade is because you can change skins/models and everything else. It makes the game more valuable for me..

Its true that some modelers (including me) make advantage shit sometimes, but if I remember correctly skins and models will be accepted or rejected by hashing them. So only good skins or skins which wont give you advantage will be allowed.
So I see not problem
So the server owners or whatever have to monitor you guys' skins, which you either publish or not, in which in the latters case people can still abuse without anyone knowing.

At least the server owners should have the option to run pure, half (no w3ds, skins that *can* make stuff bigger). Alongside this, there has to be an option where moderators/admins can request screenshots on demand from clients, with or without them knowing. A screenshot of the client's screen at the moment the admin requested it through the server, incl. all models/skins or whatever he has on his screen.

Having this function will surely make the cheaters that abuse silently think twice before using hacks or these stupid 'ITS NOT CHEATING, ITS JUST A MODEL' skins.

Nune wrote on Fri, 29 May 2009 18:06TD wrote on Fri, 29 May 2009 12:34Or how about disable skins.

With the skinners lately making huge ass fucking guns, see-through door or even c4 trails which you can see stealthed SBH's with when they walk from miles away... I'd say pure Renegade is the best.

Renegade looks best without skins tbh.

gotta love custom reticules though.

and map skins are sexy as after years of same old maps.
I think you can run most map skins with just dds files, therefore in even half pure mode you could be able to use them, as well as the reticle. I think even in pure mode, the reticle is probably the only thing that could be allowed, since it's harmless.

StealthEye wrote on Fri, 29 May 2009 20:05They will be in packages (thus nicely organized) in TT anyway.
Good to hear that, I used to hate everything in just one map. Even though by using and clearing that map a lot, I now know all the skin file extensions, and the default DATA folder files, lol.