
Subject: Re: Question
Posted by [TruYuri](#) on Sat, 30 May 2009 08:16:44 GMT
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Reaver11 wrote on Sat, 30 May 2009 03:12I still have mixed feelings about this.
It could screw up so much...

And tbh I think it will, the only reason I'm still playing ren is I can mess around with it make a new gun model or make a new skin.

Why don't you guys stick to the system most games use? (with one addition)
Pure server (all reverts to always.dat)
Half-'Renguard' (The old half-renguard function only skins)
Standard server (skins and models)

At least something more than that.

For instance a server owner disables the islands grass to be modded. Then my Islands would look horribly or they only disable HUD textures...

Don't get me wrong but this is a bad move.
Modders are a part of the reason there are still players in Renegade.
Even someone making basic skins in mspaint can use his work now which eventually allows him to grow in modding work.
Which you will supposedly block with a function like this.
When I make a skin I want it to be used in any server I play in(unless it is set to pure or whatsoever).
Seriously redesign this function.

I think I have read somewhere that they will be able to set it only to disallow texture replacements for specific textures, like the stealth effect.
