
Subject: Question About RenGuard.....

Posted by [England](#) on Tue, 02 Sep 2003 19:01:22 GMT

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PiMuRhoDoitle: to avoid your problem, it should be left up to the server operator to decide how strictly they want to enforce things.

For example, clan matches should be run as "pure" - no modified skins/models at all, whereas your average public server would just want the anti-cheat settings.

Problem solved!

Thats a good idea, levels of detection, ie the option to allow skins etc..
