
Subject: How is this Renguard supposed to work?
Posted by [Dante](#) on Sat, 13 Sep 2003 19:55:07 GMT
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we are working towards some other ways then just simply looking at all the skins w3ds that are in the data dir, there is certain things that can be checked per file that will allow us to "evaluate" whether they are valid then a simple "buzz - cheater - mass kick" on a new skin etc... this was a major concern of mine, as i have a couple hundred modified files in my dir, and just having to get them "approved" was way too much, so i helped out the team and we came to a different method of checking.
