Subject: How is this Renguard supposed to work?
Posted by Darkre1gn on Sun, 14 Sep 2003 06:42:58 GMT

ShadowFallsthe flaw is for big head you can still add it after you are in game so its still in issue, the only way I see getting it stopped is a check every map change which doesn't seem thesiable

The game will already have been loaded, meaning that it's still using the old, approved skins. And if you replace the files... the game will crash because it doesn't recognise the new skins.