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Subject: mods

Posted by [tankk135](#) on Sat, 17 Apr 2004 00:34:20 GMT

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is there any way to make it so renguard dosent think that my mods are cheats.

if y know plz tell me

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Subject: mods

Posted by [MrBob](#) on Sat, 17 Apr 2004 01:41:24 GMT

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As far as I know, they is supposed to be an "approved" list of mods that you can use. What mod are you trying to use?

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Subject: Re: mods

Posted by [tankk135](#) on Sat, 17 Apr 2004 01:57:42 GMT

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im using mods that change the look and sound of most guns and vechicles

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Subject: Re: mods

Posted by [tankk135](#) on Sat, 17 Apr 2004 18:41:26 GMT

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even though these mods dont give me any unfair advantage or anything ren guard still thinks they are cheats

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Subject: mods

Posted by [Renx](#) on Sun, 18 Apr 2004 00:23:11 GMT

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.w3d files will get blocked, replacement testures will not. If you have any legit .w3d files I think you can submit them to the team for them to place on a safe-list.

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Subject: mods

Posted by [Crimson](#) on Sun, 18 Apr 2004 01:19:52 GMT

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It's not that we think you're cheating... it's that we don't know what those files are. There's a

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different between "unknown" and "known cheat".

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