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Subject: Question about replacement models

Posted by [PermaGrin](#) on Fri, 13 Aug 2004 18:26:57 GMT

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Crimson an interface for the new team to mark whether the file is approved or not, then move the file to the all-secret location where all good approved files go.

I was thinking about this. If you amde one gun model "legal", wouldnt that make all other pistol models able to be used with RenGuard? I mean since the name conventions are the same. And please, jusr as a reminder, some replacement models use extra w3d files, like the animations and hand placement files.

I have so many gun replacement models, but alas, I cant use them with RG.

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Subject: Question about replacement models

Posted by [Crimson](#) on Fri, 13 Aug 2004 18:41:47 GMT

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No, we categorize the file itself so we can use its properties (like a hash) to know if you're using the exact same file as we have approved.

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