
Subject: Half-Pure option

Posted by [Spoony_old](#) on Sun, 28 Aug 2005 12:15:21 GMT

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When it comes to puremode or nonpuremode, is it possible to have a third option which allows skins EXCEPT stealth effect?

Possibly a clearscope criteria as well though personally I couldn't care less about that

Subject: Re: Half-Pure option

Posted by [Kanezor](#) on Sun, 28 Aug 2005 12:24:58 GMT

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Should this not be under the RenGuard Server forum?

In any case, while I am not familiar with the server-side aspect of RenGuard, it is my belief that servers cannot "pick and choose" what files to allow. If they could, then it would be more likely that clients wouldn't get kicked from the network for having certain files (for example, w_ionb_open.w3d) in their data directory. Instead, they would only be immediately kicked from a server which doesn't allow that file.

Subject: Re: Half-Pure option

Posted by [Nightma12](#) on Sun, 28 Aug 2005 12:25:26 GMT

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i have a stealth_effect.dds, and it makes it harder to see

perhaps have an options where u can submit them?

EDIT: it kinda fits into both, since the client would need to be updated to support it, but it is more to do with servers though

moved

Subject: Re: Half-Pure option

Posted by [Spoony_old](#) on Sun, 28 Aug 2005 13:28:35 GMT

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Kanezor wrote on Sun, 28 August 2005 08:24 If they could, then it would be more likely that clients wouldn't get kicked from the network for having certain files (for example, w_ionb_open.w3d) in their data directory. Instead, they would only be immediately kicked from a server which doesn't allow that file.

Yes, that's the general idea...

Subject: Re: Half-Pure option
Posted by [Goztow](#) on Fri, 30 Sep 2005 06:40:47 GMT
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Maybe an option for version 1.04 to allow the server owner to choose: people can get stealth skins or not. Personally i would put them off. If anyone can use any skins except for sbh or stealth tank, the game would be more honest.

Subject: Re: Half-Pure option
Posted by [Lijitsu](#) on Fri, 30 Sep 2005 11:36:23 GMT
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Yes, but the neon frickan green Deadeye is alittle cheap, don't you agree?

Subject: Re: Half-Pure option
Posted by [Spooky_old](#) on Sun, 02 Oct 2005 12:22:14 GMT
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Goztow wrote on Fri, 30 September 2005 02:40Maybe an option for version 1.04 to allow the server owner to choose: people can get stealth skins or not.
uh, yes... again, thanks for repeating what I said

Subject: Re: Half-Pure option
Posted by [Renx](#) on Sun, 02 Oct 2005 15:33:01 GMT
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I'd like to see a disallow file where you could add the names of any textures or files in general that you don't want people to use on your server.

e.g. adding stealth_effect.dds to that file would not let people with a different stealth effect play on the server..

Subject: Re: Half-Pure option
Posted by [Dave Mason](#) on Sat, 08 Oct 2005 23:17:03 GMT
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Spooky wrote on Sun, 02 October 2005 13:22Goztow wrote on Fri, 30 September 2005 02:40Maybe an option for version 1.04 to allow the server owner to choose: people can get stealth

skins or not.

uh, yes... again, thanks for repeating what I said

He has an annoying habit of posting crap.

Subject: Re: Half-Pure option

Posted by [TD](#) on Mon, 31 Oct 2005 18:44:07 GMT

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Hmm, maybe a Half-Pure option where you only allow HUD skins except the sniper hud. Only approved sniper huds should be allowed.

Of course, this is a server side option. And you would get a warning in the Renguard window.

Subject: Re: Half-Pure option

Posted by [Spoony_old](#) on Tue, 01 Nov 2005 13:58:33 GMT

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Renx wrote on Sun, 02 October 2005 11:33 I'd like to see a disallow file where you could add the names of any textures or files in general that you don't want people to use on your server.

e.g. adding stealth_effect.dds to that file would not let people with a different stealth effect play on the server..

Exactly.
