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Subject: WARNING: Model Textures

Posted by [wyrdbbeer](#) on Thu, 20 Oct 2005 18:06:55 GMT

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i have just done a fresh install of renegade, got the patch, installed renguard, got cp1 and then added the ubermappack.

now when i start the game i get the following warning from renguard

[18:50] WARNING: Model Textures (Skins) have been detected on your client! You will not be able to join a pure server.

have they come from the mappack?

does it matter anyway?

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Subject: Re: WARNING: Model Textures

Posted by [ododd](#) on Thu, 20 Oct 2005 18:45:21 GMT

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yes they come from a mappack or maps, definately ubermap pack it messes around with the pt skins and stuff like that.

There is nothing wrong with ur renguard, u just can't join pure servers, of which there are few because a pure server is designed for tournaments so no one has any changes in their data directory to anything, to prevent the outside chance of cheating (at least i think thats what it is, anyway ur okay u can play on practically any server, even full rgs)

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Subject: Re: WARNING: Model Textures

Posted by [wyrdbbeer](#) on Thu, 20 Oct 2005 20:18:08 GMT

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Cheers

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