
Subject: Request Approving 4 (5) W3D Files For RG?
Posted by [DutchNeon](#) on Mon, 19 Feb 2007 18:26:23 GMT
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Well, After Ironwarrior pm'd me Yesterday about RenGuard Update coming soon, i thought it would be a good idea to ask this (i had this in mind for some months, but i just didn't use RenGuard then) I'm Using a InFantry-Add-on Pack from C&C Source, those are W3D files, so when i installed them, RG Didn't Allow them, fine, i just Deleted RenGuard, cause i just wanted the W3D Files (Make Ren more Realistic --> Ren Beta Stuff) anyway, here are some Screenshots (only the Havoc Bandanna not ss's (cause i didn't like it)

And

For the Details: The Pack adds: Chemmer Backpack, Flamethrower Backpack, Havoc Bandanna and Mendoza with a cigar that unleashes smoke

Downloadable here: <http://www.cnc-source.com/files/pafiledb.php?action=file&id=458> or Check the Attachment

That was it

/ -= Neon =- \

File Attachments

1) [aggmod.zip](#), downloaded 231 times

Subject: Re: Request Approving 4 (5) W3D Files For RG?
Posted by [Blazer](#) on Mon, 19 Feb 2007 19:48:12 GMT
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One problem with new models is that for example, if you have a model that changes the shape or dimensions of a character, you could have an unfair advantage of for example, being able to snipe and hit a character or their weapon where otherwise you could not. For example, let's say you made a model of Havoc with a big tophat. If someone (who does not have the model) is crouching behind a wall, YOU will see their tophat sticking up and will be able to shoot it and hurt them (hit is determined clientside), while to them it will seem that you were able to somehow shoot them through the wall.

This is how the "big guns" and other model alteration hacks work. I realize this is not your intention, I am just explaining why we do not approve models that change the shape or dimensions of characters or weapons, nor do we blindly or quickly just approve any model that someone throws at us.

We have been flooded with requests lately for approving models for RenGuard, from breast-enhanced Sakuras to Ghostbuster proton packs, to some very decent looking gun models. Before a model can be approved we have to load it in w3d viewer and compare it to the orig model, which is time consuming.

Subject: Re: Request Approving 4 (5) W3D Files For RG?

Posted by [luv2pb](#) on Mon, 19 Feb 2007 22:56:21 GMT

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Blazer wrote on Mon, 19 February 2007 14:48from breast-enhanced Sakuras

Ok that needs to get pushed to the top of the to be approved list.

Subject: Re: Request Approving 4 (5) W3D Files For RG?

Posted by [Goztow](#) on Tue, 20 Feb 2007 08:05:37 GMT

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luv2pb wrote on Mon, 19 February 2007 23:56Blazer wrote on Mon, 19 February 2007 14:48from breast-enhanced Sakuras

Ok that needs to get pushed to the top of the to be approved list.

And needs to be released publically asap.

Subject: Re: Request Approving 4 (5) W3D Files For RG?

Posted by [Tankkiller](#) on Sun, 04 Mar 2007 22:03:33 GMT

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blazer, if you have not noticed the place cicar in modzo's mouth. Aprove at least that please, i think no sniper would hit that. (well maybe you and mac could)
