
Subject: Renguard + Skins

Posted by [trooprm02](#) on Wed, 08 Aug 2007 16:49:15 GMT

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Recently I was talking to someone I meet in a pub serv, who wanted a tryout. I asked him if he played pure or what skins he used, he said a few:

- 1)a sound skin for stanks so hear them using the distance they are from you, makes a different sound
- 2)a nuke screen, which he said was 50x louder and more static, making more precise
- 3)colored sbh and stanks skins

The while he's been using renguad every time I see him online. I thought blazer had once said all sound skins renguard does block, explanation anyone?

Renguard should not just ban those skins but there are a few others:

- colored c4's (timed, remote, and even proxies)
- colored sniping skins (blue saks, etc)
- that christmas tree reticle that shins even thro building walls
- any type of radar mod (SK's version namely)
- and even that hud sniper (clear scope) skin

Again, it seems ALOT of people use those skins (namelly cw.cc people but not limited to), way more than even I thought, so I was taken back by the news renguard allows them

Subject: Re: Renguard + Skins

Posted by [Nightma12](#) on Wed, 08 Aug 2007 20:21:34 GMT

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I agree, everything mentioned here should be classed as cheating and blocked by RG

Subject: Re: Renguard + Skins

Posted by [CarrierII](#) on Wed, 08 Aug 2007 20:23:09 GMT

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I thought Blazer disallowed stank sounds, at least.

Subject: Re: Renguard + Skins

Posted by [Chuck Norris](#) on Wed, 08 Aug 2007 23:52:22 GMT

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trooprm02 wrote on Wed, 08 August 2007 11:49-colored c4's (timed, remote, and even proxies)I

presume to "ban" a skin, Renguard checks if there is a replacement skin at all for that object, meaning in order to ban "cheap" skins, it has to ban them all for that object, meaning you'd HAVE to use the default skin for it in order to be considered not cheating. That creates a problem IMO with most skins.

I don't think either of these three need alternate skins though TBH, so I'd be fine if those three were banned. It's funny walking into your Ob or AGT after they've rushed to find they chucked a timed C4 in because it was mined and it goes off killing a few people anyway. troopr02 wrote on Wed, 08 August 2007 11:49-colored sniping skins (blue saks, etc) As said above, ban one, ban all, and this would mean nobody could skin ANY snipers (Deadeye, Sakura, Havoc, etc.). I have skins on a few snipers, but NONE are bright or cheap. In fact, the default Deadeye skin is pretty easy to see (Orange and Blue sticks out a bit). I have the Green dead six skin pack, so he's a relatively dark green. Ditto for Havoc. My Black Hand sniper and Sakura are default though. I disagree with this one. troopr02 wrote on Wed, 08 August 2007 11:49-that christmas tree reticle that shines even thro building walls I'm not aware of what this is. troopr02 wrote on Wed, 08 August 2007 11:49-any type of radar mod (SK's version namely) Again, not aware of what this is. troopr02 wrote on Wed, 08 August 2007 11:49-and even that hud sniper (clear scope) skin I use a sniping scope, I admit, but it just turns the green clear and makes the circle into a slightly larger box. It's that one BC considers legal. I wouldn't really mind if this were to be banned though since I basically never use the scope when sniping.

Subject: Re: Renguard + Skins
Posted by [R315r4z0r](#) on Thu, 09 Aug 2007 05:14:19 GMT
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Simply all that is needed are the file names that make the skins work.

For all the things that the skins can be used on something that makes it unfair or used as a cheat, just ban it!

For example, ban the use of any skin that can be used to change the stealth effect.

Even though not all skins are "bad" cheat skins under this category, a large number of them can be used for cheats, so simply banning them all will solve the problem. No one should be skinning things like stealth effects anyway <_<

Subject: Re: Renguard + Skins
Posted by [Goztow](#) on Thu, 09 Aug 2007 06:42:37 GMT
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This topic has been discussed very often already =/.

Anyway, give server owners an option to turn particular skins off (based on their filename). If Renguard sees you got this option on for certain filenames, then force renegade to use the skin in always.dat.

Might be harder technically but at least it leaves it up to server owners.

Subject: Re: Renguard + Skins
Posted by [R315r4z0r](#) on Thu, 09 Aug 2007 08:42:45 GMT
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That is actually a much better idea.. can it be done?

or... a better question would be.. can THEY do it?

Subject: Re: Renguard + Skins
Posted by [Goztow](#) on Thu, 09 Aug 2007 09:38:28 GMT
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<http://www.renegadeforums.com/index.php?t=msg&th=18446&prevloaded=1&rid=4882&start=0>

Subject: Re: Renguard + Skins
Posted by [Carrierll](#) on Thu, 09 Aug 2007 10:39:19 GMT
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razorblade001 wrote on Thu, 09 August 2007 09:42 That is actually a much better idea.. can it be done?

or... a better question would be.. can THEY do it?

The issue is Renegade seems to "cache" the list of files in your data folder, so moving it doesn't have an effect until you restart Ren. Making server joining really slow. If jonwil or some other Renegade engine guru could find a way round this, it would be great.

Subject: Re: Renguard + Skins
Posted by [Ryu](#) on Thu, 09 Aug 2007 15:05:01 GMT
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trooprm02 wrote on Wed, 08 August 2007 11:49
-colored c4's (timed, remote, and even proxies)

To be honest, I don't use them shiny C4 skins, And I can spot them a mile away, Doesn't matter if they're on a MCT or the ground...

trooprm02 wrote on Wed, 08 August 2007 11:49
-colored sniping skins (blue saks, etc)

I'll admit, using 1 solid color is a little cheap, But Who exactly uses it?

trooprm02 wrote on Wed, 08 August 2007 11:49-that christmas tree reticle that shins even thro
building walls

Never heard of it.

trooprm02 wrote on Wed, 08 August 2007 11:49
-any type of radar mod (SK's version namely)

So you're saying a game can't have an advanced hud and Radar? That's pretty stupid, I sure as
hell would like that, It will actually give the player an idea were there teammate actually is, And put
the radar to good use.

trooprm02 wrote on Wed, 08 August 2007 11:49-and even that hud sniper (clear scope) skin

Removing the Black surrounding it is cheap to me, But changing the green or removing the green
thing isn't, I mean.. what real sniper has a 'green' sight?

Subject: Re: Renguard + Skins
Posted by [R315r4z0r](#) on Thu, 09 Aug 2007 19:24:19 GMT
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The sniper scope is supposed to be night vision

Subject: Re: Renguard + Skins
Posted by [Tunaman](#) on Thu, 09 Aug 2007 19:42:05 GMT
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Troop, the "christmas light reticle" was a glitch where the new scripts were fucking up lol, it
happened all over mesa and a few people had this problem.

Subject: Re: Renguard + Skins
Posted by [CarrierII](#) on Thu, 09 Aug 2007 21:59:29 GMT
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Silent_Kane's rader mod only shows your position relative to the map, with improved graphics, not the other team, unless he built in a rader-hack as well. I'm sure SK will fill you in on exactly what it does, not that it matters, I don't think he'll release it.

Subject: Re: Renguard + Skins
Posted by [trooprm02](#) on Fri, 07 Sep 2007 16:21:09 GMT
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He coded it to make sure renguard would allow of ofcoursem as im sure you can guess the default renerader is pretty useless, but if you have seen his, it gives a much better visual idea of where people are, versus people using the normal radar, because of course he wont release it (not that he should, he def shouldnt), which is the definition of advanatge. Tuna, you were the one using that Xmas tree recticle, I didn't know at the time, nor did I now it worked because of a scripts glitch, but either way, theres no way renguard show allow it. And ofcourse things like colored c4's and sniper skins are the top offenders, basically everyone @ cw.cc uses em (or used to at 1 point), not too long ago spoony made a few rule changes, but ofcourse Ive seen a few SS's that are the exact opposite. Why? Impossible to enfore. If renguard doesnt block em, what will?

Subject: Re: Renguard + Skins
Posted by [Tunaman](#) on Sat, 08 Sep 2007 00:08:25 GMT
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It wasn't a christmas tree reticle. It shined all over the place and it was very hard to see. It was not even a reticle I put in, the scripts were just bugged so it randomly made my reticle shine like a flashlight and it was very hard to play mesa with that glitch.
