
Subject: Models

Posted by [Di3HardNL](#) on Fri, 26 Dec 2008 19:13:08 GMT

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Will this patch allow you to use any modified .W3d in your data?

I am still not sure about it, but I already think the answer is no?

I hope some files will be allowed to have in your data.. I've been making alot of stuff for renegade last years and released. Just like other renegade model makers/users.

It would be a shame if you can't use any of this in game anymore, but I understand you guys dont want to take any risk :S

Subject: Re: Models

Posted by [EvilWhiteDragon](#) on Fri, 26 Dec 2008 20:11:42 GMT

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If the server allows it, then you can run it, PROBABLY. It might be that we as TT team or anyone as server owner can create a whitelist for allowed w3d's.

I'll look up the thread where this was explained before.

Subject: Re: Models

Posted by [ErroR](#) on Sat, 27 Dec 2008 10:37:44 GMT

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couldn't it be possible to open w3ds and skins remotely? forget about privacy they're not hijacking yor computer..

Subject: Re: Models

Posted by [R315r4z0r](#) on Sat, 27 Dec 2008 17:59:48 GMT

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If it is possible to check someone's files, then any server that does that should say "You agree to allowing the server scan your Renegade folder by joining this server."

Subject: Re: Models

Posted by [IronWarrior](#) on Sat, 27 Dec 2008 18:18:27 GMT

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I think it be a real bad move if you made it so you can disallow or allow files.

There are so many skins out there, no one will ever allow them, because they will never get around to allowing them.

Just like the renguard.

Subject: Re: Models

Posted by [EvilWhiteDragon](#) on Sat, 27 Dec 2008 18:21:06 GMT

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ErroR wrote on Sat, 27 December 2008 11:37 couldn't it be possible to open w3ds and skins remotely? forget about privacy they're not hijacking yor computer..

It's not really easy or something... Besides the problems it might give legally.

Subject: Re: Models

Posted by [EvilWhiteDragon](#) on Sat, 27 Dec 2008 18:23:47 GMT

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IronWarrior wrote on Sat, 27 December 2008 19:18 I think it be a real bad move if you made it so you can disallow or allow files.

There are so many skins out there, no one will ever allow them, because they will never get around to allowing them.

Just like the renguard.

So how'd you expect us to check on cheating with modded w3d's then? Hell, some servers find certain skins cheats, and others do not. We certainly can't check them all, specially not if you expect us to generate a different list for all servers.

Subject: Re: Models

Posted by [Genesis2001](#) on Sat, 27 Dec 2008 18:53:36 GMT

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Can't you MD5, or some other form of hash, check files?

Subject: Re: Models

Posted by [CarrierII](#) on Sat, 27 Dec 2008 22:18:49 GMT

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Hash checking is they way RG whitelists stuff I think, and that works, just not much is whitelisted, what TT might need is an army of trustable players to test a whole bunch of skins and

approve/disapprove them so that there's not so much work for the TT coders. The trouble is the italics.

Subject: Re: Models
Posted by [Goztow](#) on Sat, 27 Dec 2008 22:33:46 GMT
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It'll be up to every server to decide for themselves how to handle this. Seems like a good plan .

Subject: Re: Models
Posted by [Ghostshaw](#) on Sat, 27 Dec 2008 22:43:53 GMT
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There won't be a central hash collection so server owners can simply decide to allow models by adding their hash to a file (we will obviously provide a tool for that).

Subject: Re: Models
Posted by [Di3HardNL](#) on Sun, 28 Dec 2008 00:43:14 GMT
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Ghostshaw wrote on Sat, 27 December 2008 16:43 There won't be a central hash collection so server owners can simply decide to allow models by adding their hash to a file (we will obviously provide a tool for that).

Sounds good! Thanks

Subject: Re: Models
Posted by [ErroR](#) on Sun, 28 Dec 2008 09:39:52 GMT
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indeed
