
Subject: Model/Skin Blocking Suggestion
Posted by [_SSnipe_](#) on Mon, 27 Apr 2009 07:57:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is just a suggestion, please no flaming or shit talk.

If its not to hard maybe a good idea besides making it so server owners could block all skins and models from working, maybe have a choice of which ones.

like in settings you can block only building models and character models and sbh skins but everything else well be allowed, kinda like a checklist of different types?

if its not to hard, if it is fuck it then.

Subject: Re: Model/Skin Blocking Suggestion
Posted by [Scrin](#) on Mon, 27 Apr 2009 08:06:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Mon, 27 April 2009 02:57if it is fuck it then.

Subject: Re: Model/Skin Blocking Suggestion
Posted by [Reaver11](#) on Mon, 27 Apr 2009 08:13:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Mon, 27 April 2009 02:57This is just a suggestion, please no flaming or shit talk.

If its not to hard maybe a good idea besides making it so server owners could block all skins and models from working, maybe have a choice of which ones.

like in settings you can block only building models and character models and sbh skins but everything else well be allowed, kinda like a checklist of different types?

if its not to hard, if it is fuck it then.

'If its not to hard maybe a good idea besides making it so server owners could block all skins and models from working'

This is called a pure server, if TT could make it this way -> It will allow everyone to join the server but force the players renegade to only load always.dat

'maybe have a choice of which ones.' <- seriously no way!

Since atm there exist countless discussions whatever or not a skin is an advantage well to end these discussions just do it like the big game studios do it. (Like Quake and Unreal)

options:

- 1: Pure server
 - 2: Standard server
 - 3: Half-Renguard idea? (No char/vehicle model mods)
-

Subject: Re: Model/Skin Blocking Suggestion
Posted by [Wiener](#) on Mon, 27 Apr 2009 08:20:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Isn't it part of TT patch that server settings allow to exactly define which skins are allowed and which will be blocked (replaced with original)...

Subject: Re: Model/Skin Blocking Suggestion
Posted by [saberhawk](#) on Mon, 27 Apr 2009 08:22:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wiener wrote on Mon, 27 April 2009 04:20: Isn't it part of TT patch that server settings allow to exactly define which skins are allowed and which will be blocked (replaced with original)...

Yes, as mentioned in multiple topics (even the one right below this one)

Subject: Re: Model/Skin Blocking Suggestion
Posted by [Genesis2001](#) on Mon, 27 Apr 2009 14:51:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Mon, 27 April 2009 00:57: This is just a suggestion, please no flaming or shit talk.

If it's not too hard maybe a good idea besides making it so server owners could block all skins and models from working, maybe have a choice of which ones.

like in settings you can block only building models and character models and sbh skins but everything else will be allowed, kinda like a checklist of different types?

if it's not too hard, if it is fuck it then.

as Saberhawk mentioned in this post, and as Ghostshaw mentioned in another post I just read *yesterday*...

They mentioned something about a hashing system, probably something along the lines of an MD5 has of some sorts. This way, server owners can allow or disallow specific models, skins, etc.

/me has a suspect most servers will disallow spongebob c4

Just my opinion on that last one ^^
