Subject: Skins

Posted by Big Ass Bones on Sun, 14 Sep 2003 04:46:15 GMT

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Will Renguard block skins too? Some people may cheat with skins by making someone a certain color to stand out or changing thier crosshair too benefite them in a cheating way. Yet i like my skins and dun want them to go

"He who is without the game is most likey not gonna play it"[/url][/quote]

Subject: Skins

Posted by Crimson on Sun, 14 Sep 2003 04:51:47 GMT

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Skins that don't give you an advantage are fine. We've been tweaking the way RenGuard detects cheats with skins in particular. There's another post by Dante on this issue.

Subject: Skins

Posted by trunkskgb on Sun, 14 Sep 2003 23:11:04 GMT

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Skins are just an extra file added as well as boink replacements. Like you said Crimson, they pose no advantage, but will RenGuard view these files as "any blacklisted or unknown files"?

Subject: Skins

Posted by Crimson on Sun, 14 Sep 2003 23:19:13 GMT

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I'm probably not the right person to answer that... I don't want to give you the wrong answer and then get blasted for it.

I know that we are taking into strong consideration the modding community... Dante won't let us do otherwise.

Subject: Skins

Posted by Blazer on Mon, 15 Sep 2003 01:56:59 GMT

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I believe skins will be allowed by default, but the SSC will have an option to disallow any/all skins if they choose, presumably for a Clan Match.

Subject: Skins

Posted by trunkskgb on Mon, 15 Sep 2003 15:10:24 GMT

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Ok, maybe Dante will clear this up. I always used the "Hunting Reticule" skin and a boink replacement. Latley I have not. Skins can mess up Rene so I only use the necessitys.

Subject: Skins

Posted by flyingfox on Tue, 16 Sep 2003 14:57:50 GMT

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Blazerl believe skins will be allowed by default, but the SSC will have an option to disallow any/all skins if they choose, presumably for a Clan Match.

Would this mean you'd have to remove all the .dds files from your data directory, and restart Renegade when you want to play a clan match with people who refuse to let you use them? And then add them again after the match etc.