Subject: skins and mods?
Posted by idontno33 on Wed, 17 Sep 2003 19:20:00 GMT
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when using it will u still be able to use skins and mods even then weapons mods that are in .w3d format? if it doesnt you should make it allow certain names of .w3d files such as w_rifl.w3d & f_gm_rifl.w3d which are used in the M16 rifle mod. And will it work with mods & maps in .pkg ?

will some one please clear these things up???

Subject: Re: skins and mods?
Posted by Griever92 on Thu, 18 Sep 2003 15:31:18 GMT
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I think it will mainly be the objects.dbb files, and Player .w3d files, not weapons, as having a weapon model does not mod how the weapon operates or how much damage it gives.

Skins will most likely not be affected as they are not models and cannot resize enemies, they merely "Coat" the model in a different color scheme, plus they are .dbs files, i have no idea if this is true, as i don't know exactly what the Renguard team is doing, but you can bet that your Weapon models and Skins will not be affected.

Subject: skins and mods?
Posted by Adavanze on Thu, 18 Sep 2003 21:00:10 GMT
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The problem is that you cannot define a weapon model from a player model, there is no exterior info placed to do this. So basically for it to work all of the replacement models wont work. But it is for the best,

But as you said, you can make a long list of things which wont allow cheating, but head models will have to be taken away, and you cant edit s_a_human or a character model or it wont work in game so that is ok.

Subject: skins and mods?
Posted by EnderGate on Fri, 19 Sep 2003 14:41:54 GMT

Every single time in history where someone said "You can't do that, or that is impossible"
Someone else has proven them wrong by doing it.

True, one cannot do the impossible...

 ... Anything is possible.

I do hope the RenGuard Team does not have to expend much time on the negitive comments,
because expending thought process on the positive comments, produces results, not the formar.

Defeat never comes, untill one admits it.

Subject: skins and mods?
Posted by Blazer on Fri, 19 Sep 2003 15:28:34 GMT

There are ways to allow the head models to be changed but still disallow bigheads. Fear not, we
are thinking of everything