
Subject: Pure mode
Posted by [Dan](#) on Sun, 04 Apr 2004 15:24:20 GMT
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I know that you cant join a pure server if you have skins, but does renguard block these skins and use the default or something? so you can still join?

If not it would be nice to see something like that in some update sometime... maybe it could just move the skins to some folder somewhere and restart renny and join the server.

Subject: Pure mode
Posted by [rm5248](#) on Sun, 04 Apr 2004 15:52:37 GMT
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I belive that it kicks you and tells you what you have to remove.....

Subject: Pure mode
Posted by [Renx](#) on Sun, 04 Apr 2004 17:32:33 GMT
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Yea, it would be great if it could just block them. If not i'm probly going to have to remove my skins everytime I join a sniper server :/

Subject: Pure mode
Posted by [Try_lee](#) on Sun, 04 Apr 2004 18:02:16 GMT
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Would it be hard to include a feature that moves all skins to a temporary folder whilst you play on pure servers, then move them back once you've finished?

Subject: Pure mode
Posted by [Dan](#) on Sun, 04 Apr 2004 18:52:38 GMT
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Well I would think that RG could just move the skins to another folder where they wouldnt work, and then restart renny so it takes effect and joins the server

Subject: Pure mode
Posted by [egg098](#) on Sun, 04 Apr 2004 19:23:38 GMT
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When you load RG, it tells you that you can't play in pure-mode servers if you have skins etc. If you joined one, it'd just qkick you (kick & auto-allow), telling you which ones aren't allowed.

Subject: Pure mode

Posted by [Nightma12](#) on Sun, 04 Apr 2004 19:33:41 GMT

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TwA-DanWell I would think that RG could just move the skins to another folder where they wouldnt work, and then restart renny so it takes effect and joins the server

rene does not need restart for skins just models

Subject: Pure mode

Posted by [Crimson](#) on Sun, 04 Apr 2004 22:27:37 GMT

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In the initial release you'll have to move them yourself. When you start RenGuard it will warn you that you have skins detected and won't be able to join pure mode servers. I don't think this process will be really smooth right off the bat, but we don't plan on stopping work once it's released. The auto-update for the client is already set up. It runs very quickly.

Subject: Pure mode

Posted by [Nightma12](#) on Mon, 05 Apr 2004 07:59:33 GMT

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can we use reticles in pure mode?

Subject: Pure mode

Posted by [v00d00](#) on Mon, 05 Apr 2004 08:02:25 GMT

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Probably not, since it's a skin.. As far as I know, NO skins can be added for pure servers.

Subject: Pure mode

Posted by [Dan](#) on Mon, 05 Apr 2004 12:04:10 GMT

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I can sorta understand that tho... Cuz if you joined a sniper server then the 'hunter' reticle might make it easier to snipe, which might give someone a slight advantage.

Subject: Pure mode

Posted by [Nightma12](#) on Mon, 05 Apr 2004 15:37:16 GMT

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you see i cant play at all with that default reticle it just suxs!

i have mine changed to a cross surely thats not cheating or is going ot give me an advantage?

Subject: Pure mode

Posted by [Blazer](#) on Mon, 05 Apr 2004 16:11:45 GMT

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You can submit legit files to be added to the "safe files" database.

Subject: Pure mode

Posted by [Nightma12](#) on Mon, 05 Apr 2004 16:33:25 GMT

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what E-mail?

Subject: Pure mode

Posted by [gibberish](#) on Mon, 05 Apr 2004 18:12:26 GMT

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<http://www.dictionary.com>

Pure - Free from adulterants or impurities
