Subject: Conflict with .W3d files (RenGuard)
Posted by Ne0 on Thu, 08 Apr 2004 17:47:21 GMT
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"Unauthorized file data\f_gm_rifl.W3D has been found in your renegade directory
Unauthorized file data\w_rifl.W3D has been found in your renegade directory
Unauthorized file data\w_rifl_b.W3D has been found in your renegade directory
Disconnected from RenGuard network"

This is what I see when RenGaurd starts up. And it doesnt allow me to run Renegade. Is there a
way to authorize these rifle skins?

Subject: Conflict with .W3d files (RenGuard)
Posted by mac on Thu, 08 Apr 2004 18:04:41 GMT
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Send them to me - mac@renguard.com

Subject: Conflict with .W3d files (RenGuard)
Posted by Homey on Thu, 08 Apr 2004 18:36:47 GMT
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I got some too

Subject: Conflict with .W3d files (RenGuard)
Posted by CoolCat69 on Thu, 08 Apr 2004 19:01:34 GMT
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I THINK THOSE FILES SHOULDNT BE ALLOWED!

Subject: Conflict with .W3d files (RenGuard)
Posted by Ne0 on Thu, 08 Apr 2004 19:04:27 GMT
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1: I sent you an e-mail mac with the attached files(quicksilver8745@msn.com)

2: coolcat, thanks for your input, but once again stfu, nobody asked you

3: thanks for your help

Subject: Conflict with .W3d files (RenGuard)
Posted by Homey on Thu, 08 Apr 2004 21:20:30 GMT
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Sent

Subject: Conflict with .W3d files (RenGuard)
Posted by neowolf242 on Thu, 08 Apr 2004 21:24:26 GMT
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CoolCat69I THINK THOSE FILES SHOULDNT BE ALLOWED!
I THINK THOSE FILES ARE JUST A SKIN FOR THE AUTO RIFLE!

Subject: Conflict with .W3d files (RenGuard)
Posted by Homey on Thu, 08 Apr 2004 21:34:44 GMT
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neowolf242CoolCat69I THINK THOSE FILES SHOULDNT BE ALLOWED!
I THINK THOSE FILES ARE JUST A SKIN FOR THE AUTO RIFLE!
I THINK HE WAS BEING SARCASTIC!

Subject: Conflict with .W3d files (RenGuard)
Posted by Ne0 on Thu, 08 Apr 2004 22:22:38 GMT
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Homeyneowolf242CoolCat69I THINK THOSE FILES SHOULDNT BE ALLOWED!
I THINK THOSE FILES ARE JUST A SKIN FOR THE AUTO RIFLE!
I THINK HE WAS BEING SARCASTIC!

I THINK IT DOESNT MATTER BECAUSE REGUARDLESS, COOLCAT IS STILL AN ASS HOLE!

Subject: Conflict with .W3d files (RenGuard)
Posted by CoolCat69 on Thu, 08 Apr 2004 22:27:13 GMT
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BUT NE0 I THOUGHT WE WERE FRIENDS NOW? I LET YOU USE OUT TS YESTERDAY!

Subject: Conflict with .W3d files (RenGuard)
Posted by Try_lee on Thu, 08 Apr 2004 22:28:17 GMT
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I THINK WE ALL HAVE CAPS LOCK ON!

Subject: Conflict with .W3d files (RenGuard)
Posted by {DG}Stryder on Thu, 08 Apr 2004 22:33:41 GMT
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Too me, it seems like RenGuard is doom to all of us Renegade modellers.

Sorry to say

Subject: Conflict with .W3d files (RenGuard)
Posted by Crimson on Thu, 08 Apr 2004 22:35:05 GMT
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No, it's not. We are doing our best to accomodate you. But don't get angry with us, get angry with the cheating fucks who forced us to do this.

Subject: Conflict with .W3d files (RenGuard)
Posted by prox on Thu, 08 Apr 2004 22:40:40 GMT
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Yeah, those cheating fucks like xC4pRoX that tried to get around the renguard system JUST after it was released right? :rolleyes:

Subject: Conflict with .W3d files (RenGuard)
Posted by Try_lee on Thu, 08 Apr 2004 22:42:25 GMT
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Stryder, it only blocks .W3D's, and all you need to do is send them to mac to get them authorised for use. I've already got 4 done and it was done pretty quickly too.

Subject: Conflict with .W3d files (RenGuard)
Posted by exnyte on Thu, 08 Apr 2004 22:43:19 GMT
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xC4pRoXYeah, those cheating fucks like xC4pRoX that tried to get around the renguard system JUST after it was released right? :rolleyes:

Exactly! Now you're getting it.

Subject: Conflict with .W3d files (RenGuard)
Posted by prox on Thu, 08 Apr 2004 22:44:28 GMT
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sarcasm just goes around you people's heads...

Subject: Conflict with .W3d files (RenGuard)
Posted by Javaxcx on Thu, 08 Apr 2004 22:45:00 GMT
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Sarcasm is often the last resort of failing liar.

Subject: Conflict with .W3d files (RenGuard)
Posted by prox on Thu, 08 Apr 2004 22:50:40 GMT
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haha whatever... I know i didn't do shit, i didn't try to hack nothing. I don't know how to hack. And even if I did, I wouldn't waste my time on hacking it. Leave that to some sad mo'foe with no life.

Subject: Conflict with .W3d files (RenGuard)
Posted by jager852 on Thu, 08 Apr 2004 22:51:29 GMT
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indeed ... YOU!!!

Subject: Conflict with .W3d files (RenGuard)
Posted by eh4canada on Fri, 09 Apr 2004 19:39:06 GMT
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hmm....maybe renguard should allow any W3D files that begin with e_filename.W3D since anything that begins with e_ is an emmiter file and, like a skin has no effect on gameplay

unless mac wants to have fun sifting through my 55 W3D files in my data folder , 44 of which are emmiters wont it take a while to authorize everyones favorite W3D weapon models and explosions though

btw, great work on renguard, its fun to play without wondering "is that a H@Xx0r!?!?! :rolleyes: " every time one of those guys on 56k kills u and u lag 20 feet

---

Subject: Conflict with .W3d files (RenGuard)

Posted by [Crimson](#) on Fri, 09 Apr 2004 21:00:32 GMT
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We'll look into the emitters and consider blocking them... I think you're right about that.

Subject: Conflict with .W3d files (RenGuard)
Posted by [Crimson](#) on Fri, 09 Apr 2004 21:08:41 GMT
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Aircraftkiller: If you modify the preset list to point to the W3D name, regardless of what it is, it'll use it to cheat.

Guess not.

Subject: Conflict with .W3d files (RenGuard)
Posted by [eh4canada](#) on Sat, 10 Apr 2004 01:57:10 GMT
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hmm...but isnt the presets controlled by objects.ddb....a files that renguard blocks...so u would have to edit objects.ddb to set the presets to point to the W3D file...and renguard wouldnt allow the objects file

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Subject: Conflict with .W3d files (RenGuard)
Posted by [Crimson](#) on Sat, 10 Apr 2004 02:26:31 GMT
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<-- not a modder or "texture artist"

It sounds like you're right. Guess we'll be changing that pretty soon.

Subject: Conflict with .W3d files (RenGuard)
Posted by [zunnie](#) on Sat, 10 Apr 2004 02:45:49 GMT
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eh4canadahmm....maybe renguard should allow any W3D files that begin with e_filename.W3D since anything that begins with e_ is an emmiter file and, like a skin has no effect on gameplay

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every time one of those guys on 56k kills u and u lag 20 feet

Its only been a few days since the release.
In the future im sure more models will be approved. But i reccommend running servers in pure mode anyway. Infact, i feel RG should not even SUPPORT skins. Just plain original renegade files, nothing else.
This is how the game is originally designed and thats how it is supposed to be played.

But thats just my opinion.
I couldnt care less about a skin/model/add-on if this would stop cheaters or players having a limited advantage in gameplay.

[zunnie]