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Subject: Re: Request Approving 4 (5 ) W3D Files For RG?

Posted by [Blazer](#) on Mon, 19 Feb 2007 19:48:12 GMT

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One problem with new models is that for example, if you have a model that changes the shape or dimensions of a character, you could have an unfair advantage of for example, being able to snipe and hit a character or their weapon where otherwise you could not. For example, let's say you made a model of Havoc with a big tophat. If someone (who does not have the model) is crouching behind a wall, YOU will see their tophat sticking up and will be able to shoot it and hurt them (hit is determined clientside), while to them it will seem that you were able to somehow shoot them through the wall.

This is how the "big guns" and other model alteration hacks work. I realize this is not your intention, I am just explaining why we do not approve models that change the shape or dimensions of characters or weapons, nor do we blindly or quickly just approve any model that someone throws at us.

We have been flooded with requests lately for approving models for RenGuard, from breast-enhanced Sakuras to Ghostbuster proton packs, to some very decent looking gun models. Before a model can be approved we have to load it in w3d viewer and compare it to the orig model, which is time consuming.

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