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Subject: Re: RenGuard 1.032 PUBLIC BETA TEST  
Posted by [Goztow](#) on Wed, 21 Feb 2007 08:24:45 GMT  
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light wrote on Wed, 21 February 2007 08:58StoneCold wrote on Wed, 21 February 2007 20:11^  
umm y dont u just lose the skins cause that lessens the trouble of having them authorized or w/e  
Because I like them? The pistol looks cool. (If the goal of the RenGuard team is for everyone to  
use RG then they might like to approve models so people can use them)  
Blazer replied in a different post that they have a ton of requests for w3d files to be aprooved and  
they need to check all of them to be sure they do not change measurements (implying an  
advantage).

I had to send a friend my game2.exe (which downloaded fine): after 4 restarts it had started  
download game2.exe for him but it never finished.

I agree: put it in the download zip .

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