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Subject: Re: Model/Skin Blocking Suggestion  
Posted by [Reaver11](#) on Mon, 27 Apr 2009 08:13:11 GMT  
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SSnipe wrote on Mon, 27 April 2009 02:57 This is just a suggestion, please no flaming or shit talk.

If its not to hard maybe a good idea besides making it so server owners could block all skins and models from working, maybe have a choice of which ones.

like in settings you can block only building models and character models and sbh skins but everything else well be allowed, kinda like a checklist of different types?

if its not to hard, if it is fuck it then.

'If its not to hard maybe a good idea besides making it so server owners could block all skins and models from working'

This is called a pure server, if TT could make it this way -> It will allow everyone to join the server but force the players renegade to only load always.dat

'maybe have a choice of which ones.' <- seriously no way!

Since atm there exist countless discussions whetever or not a skin is an advantage well to end these discussions just do it like the big game studios do it. (Like Quake and Unreal)

options:

- 1: Pure server
  - 2: Standard server
  - 3: Half-Renguard idea? (No char/vehicle model mods)
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