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Subject: I R FIRST POST

Posted by [Crimson](#) on Tue, 09 Sep 2003 13:35:11 GMT

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RenGuard will check all skins, mods, and maps... pretty much everything in your data directory, for anything that gives you an unfair advantage in gameplay.

Your normal skins, gun models, anything that just make your game look different, will be approved for use in the game. Do not for a second think that RenGuard aims to end skinning your game. We are NOT forbidding the further use of skins.

All gamers WILL have to download a small executable to allow this check to happen. It's being written in ASM, which is the most basic level of programming there is, so the program will be a very small download, and not consume precious system resources.

We already have alpha versions of the application ready, and a cracker or two testing ways to get around the application.

Keep asking questions and I'll answer them as well as I can. I'm also using your questions as a basis for updates on the RenGuard website.

The RenGuard team already communicates efficiently via a private forum-like web interface and also talks constantly in live chat via IRC. RenGuard is already over a month in the works, while other "teams" are still trying to assemble themselves. Please don't waste your time starting a new project, but instead lend your knowledge to the RenGuard team.

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