
Subject: what is allowed and what is not

Posted by [agent_CDE](#) on Sat, 17 Jan 2004 06:21:37 GMT

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Easiest answer would be to disallow any CHARACTER .w3d files. IE: cool_gun.w3d will not trigger renguard, but lma_sniper.w3d will. (Assuming, of course, cool_gun is a weapon and lma_sniper is a character model.)
