
Subject: Conflict with .W3d files (RenGuard)

Posted by [zunnie](#) on Sat, 10 Apr 2004 02:45:49 GMT

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eh4canadahmm....maybe renguard should allow any W3D files that begin with e_filename.W3D since anything that begins with e_ is an emitter file and, like a skin has no effect on gameplay

unless mac wants to have fun sifting through my 55 W3D files in my data folder , 44 of which are emitters wont it take a while to authorize everyones favorite W3D weapon models and explosions though

btw, great work on renguard, its fun to play without wondering "is that a H@Xx0r!?!?! :rolleyes: " every time one of those guys on 56k kills u and u lag 20 feet

Its only been a few days since the release.

In the future im sure more models will be approved. But i recommend running servers in pure mode anyway. Infact, i feel RG should not even SUPPORT skins. Just plain original renegade files, nothing else.

This is how the game is originally designed and thats how it is supposed to be played.

But thats just my opinion.

I couldnt care less about a skin/model/add-on if this would stop cheaters or players having a limited advantage in gameplay.

[zunnie]
