
Subject: RenGuard approved SkinPacks?
Posted by [zunnie](#) on Sun, 25 Apr 2004 04:22:44 GMT
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I know alot of people dont like the default skins/textures that come with Renegade.
Quite a few people run their server in 'skin-mode' (skins allowed).

However, there is a HUGE ammount of skins that present a BIG advantage in gameplay.
A few good examples would be the Clear-Scope skin which removes the Black and the Green when you right click with a sniper meaning that you have your entire view like you would have without using the Scope.

In my opinion this is a subtle cheat.

Same goes for the plenty Neon-blue/green/pink skins that are around for snipers and other infantry. You notice your enemies alot faster while in the field therefor (again in my opinion) you have an unfair advantage over the other players who do not use such skins. There are also skins for Stealth-units that allow you to spot them a little faster when they get closer to you and this is unacceptable to me and i am pretty sure alot of people will agree with me.

My question now is: Would it be possible to allow certain skins/textures?

If this is possible, it would be very nice for people who love skins (i like skins too really) to put together a few "RenGuard Approved Skinpacks" for download on the RenGuard and RenegadeForums.

What do you think about this?

I think it will be alot better than just Pure-mode or Skin-mode. It would be a ultimate combination of both in my opinion

[zunnie]

Subject: RenGuard approved SkinPacks?
Posted by [xptek_disabled](#) on Sun, 25 Apr 2004 04:31:08 GMT
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I'd like to see this as well. I would be open to verify skins to see if they present an advantage.

Subject: RenGuard approved SkinPacks?
Posted by [cokemaster](#) on Sun, 25 Apr 2004 04:50:45 GMT
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Same here. Too many people use the crystal scope but never own up to using it...
Not sure how much work it will mean for the Renguard team if it gets approved, but it will be a huge improvement.

Subject: RenGuard approved SkinPacks?
Posted by [Aircraftkiller](#) on Sun, 25 Apr 2004 05:14:59 GMT
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It'd even be better if they were skins! But they aren't! They're textures!

Subject: RenGuard approved SkinPacks?
Posted by [jager852](#) on Sun, 25 Apr 2004 06:17:52 GMT
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that would be nice that renguard makes a skinnpack approved by renguard so you can play on pure mode with something else than the standard skinns.

i hope this idea get's approved

Subject: RenGuard approved SkinPacks?
Posted by [Synpro](#) on Sun, 25 Apr 2004 07:37:30 GMT
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Well i should say keep the Pure-mode = PURE (without skins)
And the Skin-mode = to allowed skinns.

Than everyones knows what kind of server they are joining, and what they can expect. BTW than it realy comes to the skills of the single (teamwork) player. Just without any expedient resource.

Subject: RenGuard approved SkinPacks?
Posted by [Uberfahr](#) on Sun, 25 Apr 2004 08:19:53 GMT
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So far we had to persuade every single player to use Renguard. Our server is empty half of the time. Currently I feel happy if the server has 10 players out of 18.
Now: if we would change to a "skin/texture pack" running the server in a kind or Pure Mode, we could close our server completely. I think Renguard is still far away from being accepted among the majority of players. Lets wait weeks or even months until this idea can be taken into account again.

As long as there are high bandwidth servers neglecting Renguard completely, even that mild form of Pure Mode is not competetive not to mention the real Pure Mode...

Subject: RenGuard approved SkinPacks?
Posted by [WNxGoztow](#) on Mon, 26 Apr 2004 15:00:19 GMT
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Hmmmmm, I think the accepted skins would eb a good thought. I tend not to agree with the guy that syas people haven't accepted Renguard. All decent players already use it and all servers using it are back getting full. It's normal this took a while... People understand that if they don't go on RG-servers, there's a big chance of them getting cheaters in the server...

Subject: RenGuard approved SkinPacks?
Posted by [-SoQ-Base](#) on Mon, 26 Apr 2004 16:16:37 GMT
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i never use skins

Subject: RenGuard approved SkinPacks?
Posted by [Karanis](#) on Mon, 26 Apr 2004 17:02:19 GMT
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The problem with this is that there are literally hundreds, possibly thousands of skins floating around out there for renegade. It's too tiring of a task to go through each and every one of them to stamp them with "approve" or "disapprove". If we were to go around and actually put "approve" on some of the skins that, for instance, make your tank look cooler by making it look like the soviet apoc or whatever, people would start complaining about why a similar skin is not allowed. It's impractical to have a designated skin allowance, because chances are, people won't have the same skins that are permitted.

Subject: RenGuard approved SkinPacks?
Posted by [Aircraftkiller](#) on Mon, 26 Apr 2004 17:30:11 GMT
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Aircraftkiller!t'd even be better if they were skins! But they aren't! They're textures!

Subject: RenGuard approved SkinPacks?
Posted by [JPNOD](#) on Mon, 26 Apr 2004 18:16:15 GMT
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Pure mode = No skins just default, pure players.
Skins mode= skins alowed all skins except the ones who realy give advantage.
Thats how i think about it. so its fine as it is now.

Subject: RenGuard approved SkinPacks?
Posted by [Phoenix - Aeon](#) on Mon, 26 Apr 2004 21:57:06 GMT
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Just out of curiosity, what is the difference between textures and skins, since I'm not a skinner, texturer (is that even a word?) or a modeller I'd always assumed that you had the:

Wireframe model for basic shape and dimensions

Polygon model for advanced shape and models

Skin/Texture to make the thing look nice and pretty instead of dull and grey

Obviously I'm wrong so could someone please correct me. Oh, and please don't be calling me a n00b because I lack knowledge.

Subject: RenGuard approved SkinPacks?

Posted by [xptek_disabled](#) on Mon, 26 Apr 2004 22:16:21 GMT

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KaranisThe problem with this is that there are literally hundreds, possibly thousands of skins floating around out there for renegade. It's too tiring of a task to go through each and every one of them to stamp them with "approve" or "disapprove". If we were to go around and actually put "approve" on some of the skins that, for instance, make your tank look cooler by making it look like the soviet apoc or whatever, people would start complaining about why a similar skin is not allowed. It's impractical to have a designated skin allowance, because chances are, people won't have the same skins that are permitted.

I'd be up to the task. I have quite a bit of spare time after work and wouldn't mind helping the team.

Subject: RenGuard approved SkinPacks?

Posted by [weesheep](#) on Tue, 27 Apr 2004 15:07:44 GMT

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I think it would be better to have 3 modes of play:

1. Pure mode = the way the game came, absolutely no skins/textures/sounds or anything else that has been user altered.
2. Skin/Texture mode = any skin/texture/sound modification except cheats.
3. Server approved mode = skins/textures/sound modifications the server owner approves.

I don't think pure mode should EVER allow "approved" skins/textures or even sound modifications, afterall that would defeat the purpose of calling it "PURE".

Subject: RenGuard approved SkinPacks?

Posted by [Crimson](#) on Tue, 27 Apr 2004 16:25:38 GMT

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We do intend to further refine the server-side clients to allow the server owner more control over what rules RenGuard will enforce for them.

Subject: RenGuard approved SkinPacks?
Posted by [Ziasod](#) on Wed, 28 Apr 2004 16:51:35 GMT
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what's wrong with painting up a black hand sniper
but btw since renguard is out i don't use custom skins any more :twisted:

Subject: RenGuard approved SkinPacks?
Posted by [Jaspah](#) on Wed, 28 Apr 2004 20:27:24 GMT
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AircraftkillerAircraftkillerIt'd even be better if they were skins! But they aren't! They're textures!

Nobody cares! :rolleyes:

Subject: RenGuard approved SkinPacks?
Posted by [liberator](#) on Sat, 01 May 2004 03:52:12 GMT
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AircraftkillerIt'd even be better if they were skins! But they aren't! They're textures!

Fine, but WTF is the difference?

Subject: RenGuard approved SkinPacks?
Posted by [IRON FART](#) on Sat, 01 May 2004 04:02:52 GMT
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liberatorAircraftkillerIt'd even be better if they were skins! But they aren't! They're textures!

Fine, but WTF is the difference?

To ACK, skin isn't acceptable terminology. Nobody else really cares, because it's obvious what someone means when they say skin or texture.

Subject: RenGuard approved SkinPacks?
Posted by [zunnie](#) on Sat, 01 May 2004 04:05:17 GMT
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IRON-FARTliberatorAircraftkiller!It'd even be better if they were skins! But they aren't! They're textures!

Fine, but WTF is the difference?

To ACK, skin isn't acceptable terminology. Nobody else really cares, because it's obvious what someone means when they say skin or texture.

<http://www.renegadeforums.com/viewtopic.php?p=84486#84486>

[zunnie]

Subject: back in the game
Posted by [Hitsome78](#) on Wed, 05 May 2004 19:39:30 GMT
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he i'am back in the game we all love
TANX

Subject: RenGuard approved SkinPacks?
Posted by [Cpo64](#) on Thu, 06 May 2004 01:49:36 GMT
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Pelts > Skins
