
Subject: Requesting model approve
Posted by [Spice](#) on Fri, 11 Jun 2004 19:23:15 GMT
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I need some of these models approved. All the things in that list I got were from here.

<http://www.cannis.net/commando/>

They said they were renguard approved but apparently not.

c_ag_nod_chemt.w3d is the chem trooper backback found inthe aggragate pack.

c_ag_nod_mdz.w3d and c_ag_nod_mdz2.w3d are the alternate coustume backpack for medoza also in the aggragate model pack.

mgwep_int_n02.w3d is the client fix for the weapons factory glass.

[15] Unauthorized file data\c_ag_nod_chemt.w3d has been found in your renegade directory
[15] Unauthorized file data\c_ag_nod_mdz.w3d has been found in your renegade directory
[15] Unauthorized file data\c_ag_nod_mdz2.w3d has been found in your renegade directory
[15] Unauthorized file data\mgwep_int_n02.w3d has been found in your renegade directory
[15] Unauthorized file data\mp_under.w3d has been found in your renegade directory

Subject: Requesting model approve
Posted by [Try_lee](#) on Fri, 11 Jun 2004 19:26:39 GMT
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Last I knew, they need to be sent to mac@renguard.com to be authorised.

Subject: Requesting model approve
Posted by [Spice](#) on Fri, 11 Jun 2004 21:05:19 GMT
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ok will do. Thank you.

Subject: Requesting model approve
Posted by [Deactivated](#) on Mon, 14 Jun 2004 19:11:51 GMT
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Ok... what is taking so long?

Subject: Requesting model approve
Posted by [Hav0c](#) on Mon, 14 Jun 2004 20:35:48 GMT
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I sent one about 2 week's ago :S its still not accepted, i checked it yday !

Subject: Requesting model approve
Posted by [Deactivated](#) on Thu, 17 Jun 2004 23:29:59 GMT
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Mac, why the files have not been approved yet?

Subject: Requesting model approve
Posted by [Deactivated](#) on Tue, 22 Jun 2004 12:07:25 GMT
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Anybody home?

Subject: Requesting model approve
Posted by [Slash0x](#) on Tue, 22 Jun 2004 13:53:36 GMT
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They probably ran into some issues with it. :S

Subject: Requesting model approve
Posted by [BabyCatjuh](#) on Tue, 22 Jun 2004 15:15:39 GMT
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Or they don't want to approve them :/

Subject: Requesting model approve
Posted by [exnyte](#) on Tue, 22 Jun 2004 16:33:09 GMT
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My wager would be that their too busy with their lives or working on a new version of RenGuard to have looked at and verified them yet.

Subject: Requesting model approve
Posted by [Homey](#) on Tue, 22 Jun 2004 17:04:30 GMT

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I sent in multiple requests over the past 2 months nothing was done. Crimson said they'd do it later so until then i've uninstalled renguard.

Subject: Requesting model approve
Posted by [jd422032101](#) on Fri, 25 Jun 2004 01:34:11 GMT
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are they accpeted yet ?

Subject: Requesting model approve
Posted by [c0nFuZ0r](#) on Fri, 25 Jun 2004 03:50:34 GMT
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This is a disgrace.

Subject: Requesting model approve
Posted by [jd422032101](#) on Tue, 29 Jun 2004 23:26:16 GMT
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hello mac are you alive

Subject: Requesting model approve
Posted by [c0nFuZ0r](#) on Wed, 30 Jun 2004 00:06:18 GMT
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This is bull****.

Subject: Requesting model approve
Posted by [jd422032101](#) on Wed, 30 Jun 2004 00:15:15 GMT
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i gusse these are never going to get approved :{

Subject: Requesting model approve
Posted by [BabyCatjuhh](#) on Wed, 30 Jun 2004 06:35:47 GMT
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Ehm.. guess not :/

Subject: Requesting model approve
Posted by [Nightma12](#) on Wed, 30 Jun 2004 15:33:20 GMT
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Quote:MailEnable: Message Delivery Failure.

The following recipient(s) could not be reached:

[SMTP:mac@renguard.com]: General Failure

am i the only one that gets this?

Subject: Requesting model approve
Posted by [jd422032101](#) on Thu, 01 Jul 2004 17:56:16 GMT
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mac mac mac mac*knock on door* ...
opens c dead body on the floor

Subject: Requesting model approve
Posted by [snipesimo](#) on Thu, 01 Jul 2004 18:24:04 GMT
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From what I know, Crimson is currently working on putting together some sort of "team" of people to approve models, and get an actual sytem going instead of mac having to take his valuable time to personally approve models.

Subject: Requesting model approve
Posted by [flyingfox](#) on Wed, 28 Jul 2004 12:07:39 GMT
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I'm bumping this topic to see if the team has been put together and if the models could be approved any time soon.

Also, could you include all the models in the aggregates pack on <http://www.cannis.net/commando/model.php>?

Subject: Requesting model approve

Posted by [snipesimo](#) on Wed, 28 Jul 2004 15:57:11 GMT

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I'm sure they will notify us when its ready, nagging doesn't really help anything.

Subject: Requesting model approve

Posted by [Twl\\$Ta](#) on Thu, 29 Jul 2004 06:33:14 GMT

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they obviously have seen this thread, just not willing to reply to say there to busy(lazy) to fix it

Subject: Requesting model approve

Posted by [Crimson](#) on Thu, 29 Jul 2004 07:33:46 GMT

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Busy does not equal lazy. We are buying a house and selling mine, plus I have extra people living with me. I can barely find time to pee.

Subject: Requesting model approve

Posted by [Madtone](#) on Thu, 29 Jul 2004 08:35:48 GMT

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Is it true about you putting a team together to approve submitted models?

If so hows it coming and also do you need some extra help from someone who has the time (me) to develop some kind of authorization system?

Subject: Requesting model approve

Posted by [snipesimo](#) on Thu, 29 Jul 2004 15:40:41 GMT

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The plan is to develop a team and develop a way for them to submit approved models, from what I know.

Subject: Requesting model approve

Posted by [Crimson](#) on Thu, 29 Jul 2004 16:41:58 GMT

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I have to develop a page where gamers can upload their models. Then the team needs to be able to download the models, view them (they'd download w3d viewer), and vote whether it's legit or not. I was thinking of requiring 3 approvals for each model (to avoid abuse), then it gets uploaded

(via scp) to a certain location where all the good little files go.

Subject: Requesting model approve

Posted by [icedog90](#) on Sun, 01 Aug 2004 19:39:52 GMT

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That would definitely be nice. I miss my new shotgun.
