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Subject: RENGUARD NEEDS TO ALLOW W3D FILES!

Posted by [Dave Anderson](#) on Wed, 15 Dec 2004 19:32:50 GMT

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I have many skins with W3D files that cannot work with renguard. I am absolutly sure that many other people have skins that use W3D files to. They have great skins out there that are very detailed and cannot even be used with renguard. This is a problem that needs fixed! Some one needs to tell black hand studios to make a patch to allow these W3D files!

Thank you for your time!

deadfive

deadfive@msn.com

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Subject: RENGUARD NEEDS TO ALLOW W3D FILES!

Posted by [Crimson](#) on Wed, 15 Dec 2004 20:10:30 GMT

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The holdup is that I need to add a part to the RenGuard website to allow you to submit your W3D files for approval to use with RenGuard. However I have been busy with my job, you know, the thing that pays for the RenGuard servers and these forums. I'm sorry about that but it's always at the front of my mind to finish that project.

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Subject: Thank you

Posted by [Dave Anderson](#) on Wed, 15 Dec 2004 20:12:47 GMT

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I know you are busy and I hope you finish it!

Renguard is a great success.

thank you for your time

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Subject: RENGUARD NEEDS TO ALLOW W3D FILES!

Posted by [Aircraftkiller](#) on Wed, 15 Dec 2004 23:52:16 GMT

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Just FYI, they're textures for one. Two, the actual W3D files are not "skins," they are model replacements...

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Subject: RENGUARD NEEDS TO ALLOW W3D FILES!

Posted by [Nightma12](#) on Thu, 16 Dec 2004 18:08:03 GMT

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we will call them whatever the hell we like ffs :rolleyes:

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Subject: What ever!

Posted by [Dave Anderson](#) on Fri, 17 Dec 2004 21:44:00 GMT

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I know they are model replacements, they are still skins in a way. I admire your work Aircraft killer for your maps but that comment you posted was idiotic.

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