
Subject: will this disallow skins?

Posted by [Rocko](#) on Tue, 24 Jun 2008 06:39:51 GMT

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I hope so because they suck

Subject: Re: will this disallow skins?

Posted by [StealthEye](#) on Tue, 24 Jun 2008 11:37:34 GMT

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Depends on your settings. We plan to have a pure mode, limited mode and normal mode. Pure would stop all installed skins from working (you don't need to remove them to play on a pure server), limited mode would allow textures (skins), but disallow model changes and changes to other important data files, a bit like non-pure Renguard. Normal mode would allow everything, like Renegade is now. This is mostly for modders who want to test things on their own server without getting trouble with the anti cheat functions.

Note that these things might get changed since this part has not yet been implemented.

Subject: Re: will this disallow skins?

Posted by [trooprm02](#) on Tue, 24 Jun 2008 12:27:19 GMT

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So hold on, the switch will be made server side? And lets say it was set to pure mode, that would be done server side and the player would still be able to join the server even with w3d models/skins, but it would disable them from being used? So everyone would be using default everything? Is the check for those files being done by scripts 4.0?

Subject: Re: will this disallow skins?

Posted by [Ghostshaw](#) on Tue, 24 Jun 2008 13:06:02 GMT

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Basically what it does is force the files to be loaded from either always.* or .mix files, and not from the actually directory.

Subject: Re: will this disallow skins?

Posted by [trooprm02](#) on Tue, 24 Jun 2008 15:52:32 GMT

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Ghostshaw wrote on Tue, 24 June 2008 09:06 Basically what it does is force the files to be loaded from either always.* or .mix files, and not from the actually directory.

I knew that, but that will be done server side? And how will that be managed client side? the scripts?

Subject: Re: will this disallow skins?

Posted by [Speedy059](#) on Tue, 24 Jun 2008 21:06:31 GMT

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From my understanding, it will be up to the server owners what will be allowed when it comes to skins.

Subject: Re: will this disallow skins?

Posted by [R315r4z0r](#) on Tue, 24 Jun 2008 22:23:52 GMT

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StealthEye wrote on Tue, 24 June 2008 07:37Depends on your settings. We plan to have a pure mode, limited mode and normal mode. Pure would stop all installed skins from working (you don't need to remove them to play on a pure server), limited mode would allow textures (skins), but disallow model changes and changes to other important data files, a bit like non-pure Renguard. Normal mode would allow everything, like Renegade is now. This is mostly for modders who want to test things on their own server without getting trouble with the anti cheat functions.

Note that these things might get changed since this part has not yet been implemented. It is a very good idea.

But would cheaters simply be able to use a modified Always.dat with the texture files they want to use instead?

Subject: Re: will this disallow skins?

Posted by [Genesis2001](#) on Tue, 24 Jun 2008 23:18:46 GMT

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R315r4z0r wrote on Tue, 24 June 2008 15:23StealthEye wrote on Tue, 24 June 2008 07:37Depends on your settings. We plan to have a pure mode, limited mode and normal mode. Pure would stop all installed skins from working (you don't need to remove them to play on a pure server), limited mode would allow textures (skins), but disallow model changes and changes to other important data files, a bit like non-pure Renguard. Normal mode would allow everything, like Renegade is now. This is mostly for modders who want to test things on their own server without getting trouble with the anti cheat functions.

Note that these things might get changed since this part has not yet been implemented. It is a very good idea.

But would cheaters simply be able to use a modified Always.dat with the texture files they want to use instead?

I'm sure there's a way to check for a hash of a "normal" Always.dat file and compare it with the hash of a modified one. That's a possible way to detect cheating attempts.

IDK though.

~Zack

Subject: Re: will this disallow skins?
Posted by [trooprm02](#) on Wed, 25 Jun 2008 00:10:14 GMT
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Good point, my guess would be file size (like down to the single byte) but even that can be mimicked. I doubt there is a 100% way to check images files are the same...

Subject: Re: will this disallow skins?
Posted by [Starbuzzz](#) on Wed, 25 Jun 2008 00:23:46 GMT
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All this may have a negative effect on the Renegade playerbase if you become too Nazi.

Subject: Re: will this disallow skins?
Posted by [IronWarrior](#) on Wed, 25 Jun 2008 00:54:51 GMT
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RG could check for modded always.dat so don't worry, that is covered.

Subject: Re: will this disallow skins?
Posted by [Goztow](#) on Wed, 25 Jun 2008 07:50:23 GMT
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There should be an option to only disallow skins for sbh, stank and custom sounds as they're the most important advantage skins.

Subject: Re: will this disallow skins?
Posted by [StealthEye](#) on Wed, 25 Jun 2008 11:55:09 GMT
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We're still discussing the exact method internally, we are hoping to get a flexible solution to

disallow certain textures only. The tricky bit is not figuring out what it should support, it's just how it is supposed to be implemented so that cheaters can not bypass it too easily while keeping as much flexibility as possible.

Subject: Re: will this disallow skins?

Posted by [Lone0001](#) on Wed, 25 Jun 2008 16:54:49 GMT

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Goztow wrote on Wed, 25 June 2008 03:50 There should be an option to only disallow skins for sbh, stank and custom sounds as they're the most important advantage skins.

I'm surprised you never mentioned timed c4, remote c4, proxy c4, and beacons.

Subject: Re: will this disallow skins?

Posted by [Goztow](#) on Wed, 25 Jun 2008 17:38:41 GMT

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{SB}Lone0001 wrote on Wed, 25 June 2008 18:54 Goztow wrote on Wed, 25 June 2008 03:50 There should be an option to only disallow skins for sbh, stank and custom sounds as they're the most important advantage skins.

I'm surprised you never mentioned timed c4, remote c4, proxy c4, and beacons.

You're absolutely right there. I'm surprised I didn't mention that as well . But anyway: seems like we can make the choice .

Subject: Re: will this disallow skins?

Posted by [R315r4z0r](#) on Thu, 26 Jun 2008 02:55:00 GMT

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Beacons and C4 are already pretty visible, so I really don't care if someone else uses skins on them that scream "omg I'm right here, look out."

I think I'm pretty good spotting those things in the first place without skins, that is why it doesn't bother me that other people use skins to spot them when they can't on their own. Because it isn't really an advantage.

Subject: Re: will this disallow skins?

Posted by [StealthEye](#) on Thu, 26 Jun 2008 09:20:37 GMT

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Quote:when they can't on their own Therefore it's an advantage if they suddenly can. You don't mind someone who uses an aimbot because you can aim pretty good as well?

Subject: Re: will this disallow skins?

Posted by [MrCookies](#) on Thu, 26 Jun 2008 09:57:52 GMT

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don't go to queer on this as running pure ren bores me after so long... changing everything makes it way better

Subject: Re: will this disallow skins?

Posted by [StealthEye](#) on Thu, 26 Jun 2008 11:57:16 GMT

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It's the server's decision in the end. If you don't like the config on one server go to another.

Subject: Re: will this disallow skins?

Posted by [Gwynzer](#) on Thu, 26 Jun 2008 12:02:03 GMT

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I disagree with that.

There was a talk of Advantage skins further up the thread. Changing skins to me doesn't make everything better. It may be for the user, not for everyone else. I don't think that changing my Black Hand Sniper skin to a bright pink one is better. It's an unfair advantage as you can spot the person when you might normally miss them, and it just looks plain stupid.

Subject: Re: will this disallow skins?

Posted by [Ghostshaw](#) on Thu, 26 Jun 2008 12:09:52 GMT

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It's still the server owner who should decide.

Subject: Re: will this disallow skins?

Posted by [Starbuzz](#) on Thu, 26 Jun 2008 22:57:49 GMT

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You cannot take away what was already given! However, you can control it but not by too much.
