
Subject: Data Folder

Posted by [Good-One-Driver](#) on Wed, 25 Feb 2009 05:59:53 GMT

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those any body have a stock data folder with no skins in it cause i have so much shit in there its not funny and i can't test my new textures

Subject: Re: Data Folder

Posted by [Di3HardNL](#) on Wed, 25 Feb 2009 09:21:10 GMT

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err, just sort your data on 'type' and delete all your .dds skins?

Subject: Re: Data Folder

Posted by [JsxKeule](#) on Wed, 25 Feb 2009 12:50:10 GMT

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or delete all files in it
and then reinstall renegade

Subject: Re: Data Folder

Posted by [ErroR](#) on Wed, 25 Feb 2009 13:05:18 GMT

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download the demo
<http://ren.game-maps.net/index.php?act=view&id=1237>
it's 91.7 MB

Subject: Re: Data Folder

Posted by [IronWarrior](#) on Wed, 25 Feb 2009 13:23:16 GMT

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GoodOneDriver wrote on Tue, 24 February 2009 23:59 those any body have a stock data folder with no skins in it cause i have so much shit in there its not funny and i can't test my new textures

Download the Demo OR move the skins out the data folder to a other, than save the entire Renegade folder and paste to make a new one.

Move the skins back to one of the "renegade" data folders, now you have two, one with skins and one that is default.

Subject: Re: Data Folder

Posted by [Good-One-Driver](#) on Wed, 25 Feb 2009 13:41:01 GMT

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kk thx

Subject: Re: Data Folder

Posted by [ErroR](#) on Wed, 25 Feb 2009 13:42:01 GMT

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IronWarrior wrote on Wed, 25 February 2009 15:23 GoodOneDriver wrote on Tue, 24 February 2009 23:59 those any body have a stock data folder with no skins in it cause i have so much shit in there its not funny and i can't test my new textures

Download the Demo OR move the skins out the data folder to a other, than save the entire Renegade folder and paste to make a new one.

Move the skins back to one of the "renegade" data folders, now you have two, one with skins and one that is default.

Dumping space but i think i had like 3 of those lol

Subject: Re: Data Folder

Posted by [Gen_Blacky](#) on Thu, 26 Feb 2009 01:31:54 GMT

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Idea

Is there a way to make your renegade client to read from folders that are in the data folder so you could have like a skin folder a model folder ect.

Subject: Re: Data Folder

Posted by [saberhawk](#) on Thu, 26 Feb 2009 01:55:15 GMT

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Gen_Blacky wrote on Wed, 25 February 2009 20:31 Idea

Is there a way to make your renegade client to read from folders that are in the data folder so you could have like a skin folder a model folder ect.

Yes, and it's considered a cheat.

Subject: Re: Data Folder

Posted by [Gen_Blacky](#) on Thu, 26 Feb 2009 02:28:38 GMT

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Saberhawk wrote on Wed, 25 February 2009 17:55Gen_Blacky wrote on Wed, 25 February 2009 20:31Idea

Is there a way to make your renegade client to read from folders that are in the data folder so you could have like a skin folder a model folder ect.

Yes, and it's considered a cheat.

orly, why is that a cheat just place the same files u had in a folder.

Subject: Re: Data Folder

Posted by [Genesis2001](#) on Thu, 26 Feb 2009 03:01:32 GMT

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Why not do what MP-Gaming does and make your own .mix with textures/stuff in it... I know it works for music, but not sure about skins/etc.

Subject: Re: Data Folder

Posted by [dr3w2](#) on Thu, 26 Feb 2009 03:57:37 GMT

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I think he wants to have an assortment of /data/ folder , each something different.

Example

data1 = standard data folder
data2 = tons of skins
data3 = some skins
data4 = test folder

and be able to select between each.

My only suggestion is make duplicate folders and have a batch script to do renaming and running

Subject: Re: Data Folder

Posted by [Genesis2001](#) on Thu, 26 Feb 2009 04:19:59 GMT

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I took what he meant as the following:

/data/skins/
/data/models/
/data/music/
/data/sound/

etc etc

Subject: Re: Data Folder
Posted by [slosa](#) on Thu, 26 Feb 2009 22:44:59 GMT
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Saberhawk wrote on Wed, 25 February 2009 19:55Gen_Blacky wrote on Wed, 25 February 2009 20:31Idea

Is there a way to make your renegade client to read from folders that are in the data folder so you could have like a skin folder a model folder ect.

Yes, and it's considered a cheat.

making a more organized data folder isn't a cheat idiot

Subject: Re: Data Folder
Posted by [Ma1kel](#) on Fri, 27 Feb 2009 00:12:35 GMT
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you moran

Subject: Re: Data Folder
Posted by [saberhawk](#) on Fri, 27 Feb 2009 00:40:01 GMT
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2GLOCK9S wrote on Thu, 26 February 2009 17:44Saberhawk wrote on Wed, 25 February 2009 19:55Gen_Blacky wrote on Wed, 25 February 2009 20:31Idea

Is there a way to make your renegade client to read from folders that are in the data folder so you could have like a skin folder a model folder ect.

Yes, and it's considered a cheat.

making a more organized data folder isn't a cheat idiot

Currently, yes, it is.

Subject: Re: Data Folder
Posted by [IronWarrior](#) on Fri, 27 Feb 2009 01:09:41 GMT
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No, it is not.

This is stupid...

OH NOOS A FOLDER WITHIN A FOLDER IS A CHEAT OMGO OMGO OMG BBQ!

Subject: Re: Data Folder
Posted by [Sir Kane](#) on Fri, 27 Feb 2009 01:16:32 GMT
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Don't be an idiot.

Subject: Re: Data Folder
Posted by [saberhawk](#) on Fri, 27 Feb 2009 01:18:26 GMT
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IronWarrior wrote on Thu, 26 February 2009 20:09No, it is not.

This is stupid...

OH NOOS A FOLDER WITHIN A FOLDER IS A CHEAT OMGO OMGO OMG BBQ!

Because of the way current cheats work (and the way Renegade/RenGuard/etc *doesn't*), accessing *any* mesh/texture/sound/etc outside of /data can be considered a cheat, even if not used for cheating purposes.

Subject: Re: Data Folder
Posted by [Gen_Blacky](#) on Fri, 27 Feb 2009 05:45:00 GMT
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Just add it in scripts 4.0 to search in folder's inside the data and someone make this plx

Subject: Re: Data Folder

Posted by [_SSnipe_](#) on Fri, 27 Feb 2009 06:02:36 GMT

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Saberhawk wrote on Thu, 26 February 2009 17:18IronWarrior wrote on Thu, 26 February 2009 20:09No, it is not.

This is stupid...

OH NOOS A FOLDER WITHIN A FOLDER IS A CHEAT OMGO OMGO OMG BBQ!

Because of the way current cheats work (and the way Renegade/RenGuard/etc *doesn't*), accessing *any* mesh/texture/sound/etc outside of /data can be considered a cheat, even if not used for cheating purposes.

that makes since after you explain it....

Subject: Re: Data Folder

Posted by [slosha](#) on Fri, 27 Feb 2009 06:53:13 GMT

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Saberhawk wrote on Thu, 26 February 2009 19:18IronWarrior wrote on Thu, 26 February 2009 20:09No, it is not.

This is stupid...

OH NOOS A FOLDER WITHIN A FOLDER IS A CHEAT OMGO OMGO OMG BBQ!

Because of the way current cheats work (and the way Renegade/RenGuard/etc *doesn't*), accessing *any* mesh/texture/sound/etc outside of /data can be considered a cheat, even if not used for cheating purposes.

why is it such a big deal if someone uses this way to cheat? if someone is a mod/admin, they should be smart enough to notice if someone is cheating.. you can't always rely on a bot to do your work for you...
