
Subject: what is allowed and what is not
Posted by [sidetone1](#) on Fri, 02 Jan 2004 18:32:20 GMT
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quick question, i use a skin that makes landmines glow yellow, is that ok with renguard? and will there be a list of ok and not ok things that comes out with renguard so none of us get banned on accident? thx in advance...also when will renguard comeout?

Subject: what is allowed and what is not
Posted by [snipesimo](#) on Fri, 02 Jan 2004 18:40:59 GMT
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RenGuard will have a server side option where the admin may enable ALL skins or disable ALL skins. I am not positive, but I think thats how it will work.

Subject: what is allowed and what is not
Posted by [sidetone1](#) on Fri, 02 Jan 2004 18:47:18 GMT
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no offense, snipes...really i appreciate the help, but who are you...ie is this a real answer, or your opinion...and if you are one of them (the creators who would know) then when do we get renguard...i am so tired of cheaters and people who do not know shit acting like they do thanks in advance for a response.....[StuTu]Sidetone1

Subject: what is allowed and what is not
Posted by [IRON FART](#) on Fri, 02 Jan 2004 20:02:26 GMT
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Actually he is 100% right. Renguard has a pure option or something like that. It obviously blocks cheats, but also if Pure mode is on it will only allow players to play with original renegade settings, as in NO skins, NO new models etc. The only thing that won't be affected are sounds.

It doesn't take a Renguard staff member to answer questions about Renguard. :rolleyes:

Try searching the forums next time.

Subject: what is allowed and what is not
Posted by [Crimson](#) on Fri, 02 Jan 2004 20:38:47 GMT
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Right. Colored C4 is considered a skin which will be allowed, as long as the server isn't in "Pure Mode" which forbids it.

Subject: what is allowed and what is not
Posted by [snipesimo](#) on Fri, 02 Jan 2004 20:45:48 GMT
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Also if you think I am not a valid source, next time check the registration number. I have been here a lot longer than you have.

Subject: what is allowed and what is not
Posted by [sidetone1](#) on Fri, 02 Jan 2004 21:11:41 GMT
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well like i said, no offense, but anyone can say anything, it does not make it so, and i did search the forum...i guess i'm just an idiot. any idea when it will be out? thanks again.....I just do not want to risk getting globally banned because someone said something that was not true....see ya

Subject: what is allowed and what is not
Posted by [sidetone1](#) on Fri, 02 Jan 2004 21:16:31 GMT
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wow! i missed that post "i've been here a lot longer than you" what is this a dick measuring contest? i just wanted a answer i could take to the bank and i did not see admin by your name. calm down killer i am not trying to piss you off, i just asked a question remember "no offense"? really relax....and thanks for your continued support for this game i love to play.

Subject: what is allowed and what is not
Posted by [IceSword7](#) on Fri, 02 Jan 2004 21:22:53 GMT
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What about your reticle will that be affected?

Subject: what is allowed and what is not
Posted by [snipesimo](#) on Fri, 02 Jan 2004 22:39:26 GMT
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I guess I typed my post in a bad way, I was trying to say that I am a well known member of the community and if you wanted to check that you coulda looked at my member number. Didn't mean to offend you.

Subject: what is allowed and what is not
Posted by [sidetone1](#) on Sat, 03 Jan 2004 10:04:37 GMT

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np, so anyway back to topic.....is there any update on a possible release date? and maybe very soon (prior to renguard coming out) we could get a list published of what is and is not acceptable for different modes of play...people would like to know....thx again

Subject: what is allowed and what is not
Posted by [mac](#) on Sat, 03 Jan 2004 14:38:33 GMT
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ok Sidetone.. official response right from your good old friend mac:

Allowed files: All soundfiles/skins. Skins can be disabled by the server by using the pure Option which disallows ANY skin. People do not get banned for joining a pure server, just kicked with a message.

Unallowed files: All models/w3d files and blacklisted files.

Bans: There are no automatic bans. When you have a bad/unknown files, you just get kicked by the server. You only get banned on serious offenses manually.

guess Crimson should post a new update soon.

Subject: what is allowed and what is not
Posted by [sidetone1](#) on Sat, 03 Jan 2004 14:46:03 GMT
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thx so much....really

Subject: what is allowed and what is not
Posted by [longbow](#) on Sat, 03 Jan 2004 15:12:17 GMT
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Sweet.

I'll reinstall Renegade sometime when it's released.

Subject: what is allowed and what is not
Posted by [SkitBra](#) on Sat, 03 Jan 2004 15:26:12 GMT
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longbowSweet.

I'll reinstall Renegade sometime when it's released.

same for me, when its released.

Subject: what is allowed and what is not
Posted by [gibberish](#) on Sat, 03 Jan 2004 17:08:14 GMT
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macAllowed files: All soundfiles

drkhaze raised an interesting point in the tactics forum:

drkhazeThe only thing risky with pistol-silent kills is that some people may have pistol sound modifications that give em a loud sound like a colt.

Would it be possible for RenGuard to prevent changing of sound files or at least only allow "Good" non cheating versions.

Thanks,
Gib

Subject: what is allowed and what is not
Posted by [longbow](#) on Sat, 03 Jan 2004 17:17:58 GMT
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Um, I really don't think sound files are a problem.

Being able to hear it louder, thats not cheating.

Whilst we must stop the cheating, we can still enable people to vary there game for better gaming experience.

Subject: what is allowed and what is not
Posted by [Doitle](#) on Mon, 05 Jan 2004 03:10:24 GMT
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Wait no .w3d? So all those people with m4's instead of the assault rifle will be blacklisted, and what about my paintballs? theyre about the same diameter as the shot but not as long, I made red and black and blue and gold ones for GDI and NOD. Will those get me blacklisted as well? I love those paintballs... There a reference to something I did that actually worked... All my mods fail.

Subject: what is allowed and what is not
Posted by [mac](#) on Mon, 05 Jan 2004 07:29:25 GMT
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by default, all files renguard does not know will get you kicked from a server (not banned). Especially unknown w3d files, as they could be modified cheat models. However, I have added the option to allow/approve specific w3d/other files like weapon models etc.

DoitleWait no .w3d? So all those people with m4's instead of the assault rifle will be blacklisted, and what about my paintballs? theyre about the same diameter as the shot but not as long, I made red and black and blue and gold ones for GDI and NOD. Will those get me blacklisted as well? I love those paintballs... There a reference to something I did that actually worked... All my mods fail.

Subject: what is allowed and what is not
Posted by [agent_CDE](#) on Sat, 17 Jan 2004 06:21:37 GMT
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Easyest answer would be to disallow any CHARACTER .w3d files. IE: cool_gun.w3d will not trigger renguard, but Ima_sniper.w3d will. (Assuming, of course, cool_gun is a weapon and Ima_sniper is a character model.

Subject: what is allowed and what is not
Posted by [Pendullum](#) on Mon, 19 Jan 2004 18:23:10 GMT
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ah so my .w3d handgun model isnt allowed?

Subject: what is allowed and what is not
Posted by [m69m77](#) on Sat, 31 Jan 2004 19:13:55 GMT
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macok Sidetone.. official response right from your good old friend mac:

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Bans: There are no automatic bans. When you have a bad/unknown files, you just get kicked by the server. You only get banned on serious offenses manually.

guess Crimson should post a new update soon.

but will the server tell you what files to remove so you can get back in ??? if you have been playing as long or longer than me you have a ton of ren d-ls i stopped counting after 130 maps !!! and never started counting mods !!! and there is no way i am going to delete all of my stuff , and add them back 1 at a time go to a ren guard server to see if i can get in then go load the next 1 , so i hope the dam thing tells you exactly what your getting kicked for it your data file !!!

Subject: what is allowed and what is not
Posted by [exnyte](#) on Sun, 01 Feb 2004 06:20:09 GMT
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RenGuard will tell you the reason you were kicked. You can then remove the file you were kicked for and join again.

Subject: what is allowed and what is not
Posted by [snipesimo](#) on Sun, 01 Feb 2004 14:13:31 GMT
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I am curious as to how RG will notify you while still avoiding the kick page bug.

Subject: what is allowed and what is not
Posted by [U927](#) on Sun, 01 Feb 2004 19:00:15 GMT
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Pendulumah so my .w3d handgun model isnt allowed?

Perhaps there can be an option which allows you to send your .w3d model to the Renguard team for approval. Then they could continuously patch Renguard so more gun models can be allowed.

Subject: what is allowed and what is not
Posted by [Aircraftkiller](#) on Sun, 01 Feb 2004 20:49:55 GMT
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Who cares, if you can't play Renegade without gay textures and models stuffed into it, why even bother to play?

All the guns give an advantage, anyway, because they're part of the body and take damage when you hit them.

Subject: what is allowed and what is not
Posted by [Crimson](#) on Sun, 01 Feb 2004 22:08:13 GMT
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It doesn't require a patch to add approved files.

Subject: what is allowed and what is not
Posted by [General Havoc](#) on Sun, 01 Feb 2004 22:17:32 GMT
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Just reading. I see one main concern here, it may have already been resolved. If someone uses skins and joins a "pure" server, they need to log out of ren and remove them. Same goes for any other things. It would be handy if the client application had an option to "disable" all of the skins you have installed and stuff like that. Just something that may be handy than renaming, moving, deleting the skins when you want to play on a "pure" server.

Also another thing, which you may have already done/considered is different codes to put as a prefix for the server title, such as "P" for pure mode.

Subject: what is allowed and what is not
Posted by [Crimson](#) on Sun, 01 Feb 2004 22:56:50 GMT
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RenGuard is going to have its own RenGuard-only server list that will give more detail on the server and its settings. Server owners will log into RenGuard.com and give us information about their server, like MOTD and such, and RenGuard gamers will be able to see more information about the server than the 30 characters or so that we get now.

Subject: what is allowed and what is not
Posted by [Alkaline](#) on Sun, 15 Feb 2004 06:45:34 GMT
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puremode would be the best, no possible advantage what-so-ever.
