
Subject: Renguard block pistol.w3d files?
Posted by [GSAELiTe](#) on Fri, 02 Apr 2004 13:41:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Will renguard block all models such as the pistol beretta models, and custom ww2 sniper rifles?
And can i still use my reticle?

Subject: Renguard block pistol.w3d files?
Posted by [v00d00](#) on Fri, 02 Apr 2004 16:56:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Re: Pistol, dunno.. Probably if they are known files, and aren't cheats.. (ie: see if someone has submitted them already). Re: Reticle/scope/etc, I asked Crimson the same thing.. It's a skin, so for now will be ignored (as a cheat), but disallowed on pure servers (pure being NO mods) nonetheless. Take a look at the bottom of the screenshot in this thread:

<http://www.renegadeforums.com/viewtopic.php?t=9604>

It shows an example of what will happen on a pure server with skins installed...

- v00d00

Subject: Renguard block pistol.w3d files?
Posted by [Crimson](#) on Fri, 02 Apr 2004 17:32:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

w3d files will be checked against known good files no matter WHAT server you want to play on (pure or not). Your model must be publically available, or given to the RenGuard team to approve as not giving an advantage (weapon normal color, not exceedingly larger than the weapon it's replacing)... then we'll add it to our library of acceptable files and it will be allowed without any updates to RenGuard.

Subject: Renguard block pistol.w3d files?
Posted by [v00d00](#) on Fri, 02 Apr 2004 17:37:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yup, yup

- v00d00

Subject: Renguard block pistol.w3d files?

Posted by [IceSword7](#) on Fri, 02 Apr 2004 20:05:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

doesnt matter if you have a differnt auto rifle because you wont be able to play at all with that damn super stealth skin of yours...
