
Subject: Make these changes to Renguard
Posted by [C4miner](#) on Mon, 12 Apr 2004 08:14:02 GMT
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Make a script that closes Renguard automatically after you quit Renegade. I don't want Renguard running all the time in the event that I forget to close it myself.

Also it would be nice if Renguard would tell you which files were causing the player to be ineligible to play on Pure Mode servers. That way they could delete them immediately instead of fishing around for the right file.

Thanks.

Subject: Make these changes to Renguard
Posted by [Aircraftkiller](#) on Mon, 12 Apr 2004 08:23:23 GMT
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Um, as said before, any modified textures or models in your data directory are what prevents you from joining a game set on pure.

So, remove all *.dds files and any *.W3D files. Simple enough.

Subject: Make these changes to Renguard
Posted by [C4miner](#) on Mon, 12 Apr 2004 08:39:26 GMT
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I had files that were TGA in format that were read as skins, like water_reflect and some other ones.

Subject: Make these changes to Renguard
Posted by [Aircraftkiller](#) on Mon, 12 Apr 2004 09:04:01 GMT
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So remove those textures since you know exactly what they are.

Subject: Make these changes to Renguard
Posted by [C4miner](#) on Mon, 12 Apr 2004 09:09:34 GMT
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Right, well I have done that, but the point of this suggestion is to help make the program become more idiot-proof, not to argue an easy and logical solution that many people could figure out themselves.

Subject: Make these changes to Renguard
Posted by [Blazer](#) on Mon, 12 Apr 2004 10:14:27 GMT
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Both issues are known and will be addressed in future updates.

Subject: Make these changes to Renguard
Posted by [zunnie](#) on Mon, 12 Apr 2004 10:16:07 GMT
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C4minerRight, well I have done that, but the point of this suggestion is to help make the program become more idiot-proof, not to argue an easy and logical solution that many people could figure out themselves.

Yes i agree.

There lots of idiots out there that dont even know what a skin/texture file looks like :S

It would be even better if there was an option inside RenGuard to move your skins to a temp-location when your planning to play on Pure-server, and an option to move the files back to the data-dir when your about to play on a skin-server.

I doubt, if people dont know what their skin files look like > they probably also dont know how to move them.

[zunnie]

Subject: Re: Make these changes to Renguard
Posted by [Slash0x](#) on Mon, 12 Apr 2004 16:22:13 GMT
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C4minerMake a script that closes Renguard automatically after you quit Renegade. I don't want Renguard running all the time in the event that I forget to close it myself.

Thanks.

Yeah or don't make the error message saying "Renguard is already running." Just make it do an auto shutdown and reload Renguard rather than having to close it manually. Most of us have grown to click on the Renegade Icon on the Desktop or wherever, not the already running programs in the bottom right hand corner.

Good luck with the updates, I hope it gets rid of the bugs.

Subject: Make these changes to Renguard
Posted by [weesheep](#) on Mon, 12 Apr 2004 21:41:46 GMT

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Is it possible to block skins/textures etc. without moving them?
