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Subject: Re: Why dont custom models work on multiplayer

Posted by [jamiejrg](#) on Sun, 05 Aug 2007 16:07:56 GMT

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AoB you are correct. Though i don't know why yet. I think it has something to do with the core patch, or maybe even renguard, even if you are playing without renguard but you have it installed.

Basicly, in my CP2/RG (playing with out RG enabled) Renegade this is aloud.

Guns models, (f\_gm, w, w\_b)

Skins, of all types etc

Things that aren't aloud

Vehc models,

Char models.

When you try to load up the advanced game listings with something i listed above under the aren't aloud section no servers will show up.

My theory. Something in core patch2 makes it so that when there is anything v\_\*\*\*\*.w3d or c\_\*\*\*\*.w3d it just cancels the online operation. It's a simple way to stop hacking.

If there is anyone that doesn't have CP2 or RG installed try using a custom model online pls.

\*edit\* Link me to the file that actualy works online.

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