Subject: Re: will this disallow skins?
Posted by StealthEye on Tue, 24 Jun 2008 11:37:34 GMT
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Depends on your settings. We plan to have a pure mode, limited mode and normal mode. Pure would stop all installed skins from working (you don't need to remove them to play on a pure server), limited mode would allow textures (skins), but disallow model changes and changes to other important data files, a bit like non-pure Renguard. Normal mode would allow everything, like Renegade is now. This is mostly for modders who want to test things on their own server without getting trouble with the anti cheat functions.

Note that these things might get changed since this part has not yet been implemented.