
Subject: Re: Just a question concerning custom models...

Posted by [Scrin](#) on Mon, 27 Apr 2009 08:05:58 GMT

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Saberhawk wrote on Mon, 27 April 2009 02:53:2GLOCK9S wrote on Sun, 26 April 2009 23:27: Ghostshaw wrote on Sun, 26 April 2009 18:47: Well we will provide a utility which allows a modeller (or server owner of course) to hash a w3d. Then they can post that with the release and each individual server owner can decide whether to add it to their "exceptions" list. At least that's the current rough idea.

so this means it will be able to auto-detect which model is being used? how about we just go a simpler route, only block models that create an advantage. but please, let's not be too anal on which models are blocked. another aspect of keeping renegade alive, i believe, is keeping it's easy customization allowed.

And how do you suggest we create a computer program that determines if a model creates an advantage when most *humans* can't agree on that same thing?
humans are cruel!
