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Subject: renguard with new maps

Posted by [echoy97](#) on Wed, 13 Apr 2005 05:29:33 GMT

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I reformat my hd, install renegade, all the UN maps from <http://unrules.com/> , then renguard. Every time renguard starts, it will say "model textures have been detected on your client. you will not be able to join a pure server" ??

The only thing I added was UN maps. Then how am I suppose to join the UN server with renguard ?

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Posted by [Crimson](#) on Wed, 13 Apr 2005 08:23:23 GMT

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It's only a warning. It means you won't be able to play on servers running Pure Mode. Most, if not all servers, do NOT run Pure mode, as it was intended for touraments. Don't worry about it... go play.

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Subject: renguard with new maps

Posted by [FoxURA](#) on Sun, 17 Apr 2005 22:32:17 GMT

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I get the same message. No problems playing Renegade except one...

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Subject: Re: renguard with new maps

Posted by [csskiller](#) on Sun, 17 Apr 2005 22:55:27 GMT

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echoy97I reformat my hd, install renegade, all the UN maps from <http://unrules.com/> , then renguard. Every time renguard starts, it will say "model textures have been detected on your client. you will not be able to join a pure server" ??

The only thing I added was UN maps. Then how am I suppose to join the UN server with renguard ?

LOL, you did all that just because of that message?

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Subject: renguard with new maps

Posted by [Alkaline](#) on Tue, 19 Apr 2005 06:46:22 GMT

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well their are some texture files that are needed for some maps... so ya you wont be able to join pure servers, but no one runs a pure server so don't worry.

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Pure servers are pure stupid.

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