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Subject: Clarification of Mod Release forum rules?

Posted by [danpaul88](#) on Tue, 13 Jan 2009 09:23:13 GMT

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Before anyone jumps in with the usual 'zomg bbq wtf!!!1!!!1!11!! send it in a pm' type comments, I am posting this here instead of sending a PM because the responses may be relevant to others besides myself.

"Gozy" When you post a new topic here, it will need to be approved by a moderator.

Some things to think about:

- \* only post releases of Renegade related modifications here
- \* add a category between "[" "]" in the title. Example: [Texture]GDI soldier as clown
- \* make sure the title clearly states what you release, so it's easy to find what you're looking for in the release forum
- \* attach your release to your forum post. This is very important as it's the only way to make sure that in a couple of months/years, your download still exists
- \* announcing you work on something you will release is not the same as a release. These announcements do not belong here, unless you have a beta version attached.
- \* If possible, please include screenshots of the release, this applies more so to texture releases.
- \* A description or copy of the readme.txt file would be helpful if the release needs one. For example a SSGM Plug-in.
- \* Obviously this forum doesn't support cheats, so don't even think about talking about them here, let alone releasing them. This is a fast track path to bansville.

Highlighting added by me for reference below

Just read these on the Mod Release forum area, and wondered if you would clarify a few points.

Firstly, in regards to the rule about attaching the release to the post (highlighted in red), does this preclude posting releases of files which are too large to be attached to a forum post? I note that the maximum file size for attachments is 1mb, and you can attach at most 10 files to a post, so even splitting a file into a multipart zip or rar archive still limits you to files which compress to 10mb or less. If a release cannot reasonably fit within these size limitations is it permissible to link to an off site download?

Secondly, in regards to the rule about not supporting cheats (highlighted in blue), what is the definition of cheats being used in that rule? I ask this because some people (myself included, but that's another topic) consider the use of HUD modifications which show additional information such as building health on the HUD to be cheats and others do not. For the purposes of this rule would those sorts of modifications be considered cheats?

In closing, thanks again to Crimson and yourself for providing that useful forum area, let's just hope it is used as intended and does not become yet another place where people simply flame each other for no apparent reason.

PS: Also, you have capitalised the first letters of some rules and not others. Might want to make that more consistent.

PPS: Also, before anyone asks (which, knowing what this forum is like, they probably would), I posted this in General Discussion because it is not information about a mod or a release of a mod and therefore does not belong in either the Mod or Mod Release forum areas. And yes, I am paranoid about people on this forum asking silly questions and try to cover them all before they get asked

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Subject: Re: Clarification of Mod Release forum rules?  
Posted by [CarrierII](#) on Tue, 13 Jan 2009 09:35:49 GMT  
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"omg wtf bbq send it in a PM"

"omg post it in mod forum already!!! n00b!"

Seriously:

Given the size limit, I would have thought an off site link (somewhere like game-maps.net) would be appropriate. For things like RP2, whose mod is really large, they've got their own homepage.

I think cheats is anything you'd get banned for from all servers... \*you know what\*, Bigheads, wall hacks etc...

A precise definition of what is considered a cheat is pretty tricky to come up with.

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Subject: Re: Clarification of Mod Release forum rules?  
Posted by [danpaul88](#) on Tue, 13 Jan 2009 09:48:19 GMT  
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Your assumptions are the same as mine, but I thought it would be appropriate to have some official clarification on them, perhaps even with a few adjustments to the rules as posted to reflect that.

Also, as regards the definition of cheats, just a general list of categories would be suitable I think, perhaps an addendum or footnote stating something along the lines of;

Quote:For the purpose of these rules we consider cheats to include the following: modifications to the game executable, injection of code into the game executable to gain an advantage, modifying the multiplayer presets in any way, solid colour textures to make characters easy to spot.

The following items are not considered cheats, but may be discouraged by servers: HUDs which give players additional advantages such as showing building health, textures which are genuine attempts to create a skin but happen to be brightly coloured.

These definitions could be updated over time if grey areas are uncovered.

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Subject: Re: Clarification of Mod Release forum rules?

Posted by [Goztow](#) on Tue, 13 Jan 2009 10:02:03 GMT

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Ermm I didn't add the line about cheats actually. One of the other moderators must have. I'd personally refer to the general rules of conduct for this.

I updated the sticky a bit now.

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Subject: Re: Clarification of Mod Release forum rules?

Posted by [Lone0001](#) on Tue, 13 Jan 2009 16:56:56 GMT

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Tbh I think it would be nice if it could be made a rule to zip or rar your release if it is more than one file.

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Subject: Re: Clarification of Mod Release forum rules?

Posted by [\\_SSnipe\\_](#) on Tue, 13 Jan 2009 21:27:56 GMT

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Lone0001 wrote on Tue, 13 January 2009 08:56Tbh I think it would be nice if it could be made a rule to zip or rar your release if it is more than one file.

That would make since

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Subject: Re: Clarification of Mod Release forum rules?

Posted by [Doitle](#) on Wed, 14 Jan 2009 03:24:02 GMT

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Maybe the attachment size could be increased for the mod release forum only too?

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Subject: Re: Clarification of Mod Release forum rules?  
Posted by [Goztow](#) on Wed, 14 Jan 2009 07:25:58 GMT  
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I see Crimson increased the attachment size to 16 MB but limited the number of attachments to 1.

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Subject: Re: Clarification of Mod Release forum rules?  
Posted by [futura83](#) on Wed, 14 Jan 2009 07:48:47 GMT  
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Quote:

Secondly, in regards to the rule about not supporting cheats (highlighted in blue), what is the definition of cheats being used in that rule? I ask this because some people (myself included, but that's another topic) consider the use of HUD modifications which show additional information such as building health on the HUD to be cheats and others do not. For the purposes of this rule would those sorts of modifications be considered cheats?

Not to mention there have been 'cheat' releases in the past that only affect single player mode, would they also be bad to release? (Not like i'm gonna create any cheats at all, i'm just asking for the clarification....some SP cheats i've seen mostly just include modifying the mission file to include spawns of weapons.)

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Subject: Re: Clarification of Mod Release forum rules?  
Posted by [Goztow](#) on Wed, 14 Jan 2009 08:24:52 GMT  
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insert\_name\_here wrote on Wed, 14 January 2009 08:48Quote:

Secondly, in regards to the rule about not supporting cheats (highlighted in blue), what is the definition of cheats being used in that rule? I ask this because some people (myself included, but that's another topic) consider the use of HUD modifications which show additional information such as building health on the HUD to be cheats and others do not. For the purposes of this rule would those sorts of modifications be considered cheats?

Not to mention there have been 'cheat' releases in the past that only affect single player mode, would they also be bad to release? (Not like i'm gonna create any cheats at all, i'm just asking for the clarification....some SP cheats i've seen mostly just include modifying the mission file to include spawns of weapons.)

As long as they're not transposable in multiplayer games, it shouldn't be a problem.

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Subject: Re: Clarification of Mod Release forum rules?  
Posted by [Goztow](#) on Thu, 15 Jan 2009 19:26:36 GMT  
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Small update: I PM'ed Crimson asking to disable moderation approval for replies. IMO only new topics should be approved, not replies. A bit of patience, plz .

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Subject: Re: Clarification of Mod Release forum rules?

Posted by [Doitle](#) on Fri, 16 Jan 2009 00:56:29 GMT

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I don't mind approving replies too but I do mind the million emails a day about it.

## File Attachments

1) [modforumemails.jpg](#), downloaded 413 times

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**New message in forum "Mod Release Forum" pending approval** [Inbox](#) | [X](#)

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☆	<a href="#">support@blackhand-studios.net</a>	A new message titled "Re: [Model] M4A1 Colt" was just posted in a forum that Ja
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☆	<a href="#">support@blackhand-studios.net</a>	A new message titled "Re: Release - C&C_Hourglass_Flying_BETA" was Ja
☆	<a href="#">support@blackhand-studios.net</a>	A new message titled "[Skin/model]Tib auto rifle bullet" was just posted in a... Ja
☆	<a href="#">support@blackhand-studios.net</a>	A new message titled "Re: F.A.Q." was just posted in a forum that you modera Ja

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Subject: Re: Clarification of Mod Release forum rules?

Posted by [BlueThen](#) on Fri, 16 Jan 2009 01:37:04 GMT

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Yea.. feedback definitely shouldn't be required to be approved. Now, releases, that's a different story.

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Subject: Re: Clarification of Mod Release forum rules?

Posted by [Carrierll](#) on Fri, 16 Jan 2009 19:57:12 GMT

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I don't know if we can do that.

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Subject: Re: Clarification of Mod Release forum rules?

Posted by [Goztow](#) on Tue, 20 Jan 2009 07:47:35 GMT

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Moderation queue is now gone. Tx Crimy!

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