
Subject: Question

Posted by [Di3HardNL](#) on Fri, 29 May 2009 10:09:48 GMT

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Could it be possible to make a new folder inside your DATA called (for example) Skins.

And when you put all your skins in there Renegade will detect them?

That would be so much better because then your original data folder will stay clean.

Then you could make seperate maps, like

-W3d

-Dds

-Tga

-Wav

You will be able to sort everything more carefully and it won't look messed up

Subject: Re: Question

Posted by [TD](#) on Fri, 29 May 2009 11:34:03 GMT

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Or how about disable skins.

With the skimmers lately making huge ass fucking guns, see-through door or even c4 trails which you can see stealthed SBH's with when they walk from miles away... I'd say pure Renegade is the best.

Renegade looks best without skins tbh.

Subject: Re: Question

Posted by [Starbuzz](#) on Fri, 29 May 2009 11:37:28 GMT

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TD wrote on Fri, 29 May 2009 06:34

With the skimmers lately making huge ass fucking guns,

WubWub's big ass sniper rifle

Subject: Re: Question

Posted by [Di3HardNL](#) on Fri, 29 May 2009 16:05:59 GMT

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The reason why I stick to Renegade is because you can change skins/models and everything else. It makes the game more valuable for me..

Its true that some modelers (including me) make advantage shit sometimes, but if I remember correctly skins and models will be accepted or rejected by hashing them. So only good skins or skins which wont give you advantage will be allowed.
So I see not problem

Subject: Re: Question
Posted by [Jamie or NuneGa](#) on Fri, 29 May 2009 16:06:39 GMT
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TD wrote on Fri, 29 May 2009 12:34Or how about disable skins.

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Renegade looks best without skins tbh.

gotta love custom reticules though.

and map skins are sexy as after years of same old maps.

Subject: Re: Question
Posted by [StealthEye](#) on Fri, 29 May 2009 18:05:28 GMT
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They will be in packages (thus nicely organized) in TT anyway.

Subject: Re: Question
Posted by [TD](#) on Fri, 29 May 2009 19:18:39 GMT
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Di3HardNL wrote on Fri, 29 May 2009 18:05The reason why I stick to Renegade is because you can change skins/models and everything else. It makes the game more valuable for me..

Its true that some modelers (including me) make advantage shit sometimes, but if I remember correctly skins and models will be accepted or rejected by hashing them. So only good skins or skins which wont give you advantage will be allowed.

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So the server owners or whatever have to monitor you guys' skins, which you either publish or not, in which in the latters case people can still abuse without anyone knowing.

At least the server owners should have the option to run pure, half (no w3ds, skins that *can* make stuff bigger). Alongside this, there has to be an option where moderators/admins can request screenshots on demand from clients, with or without them knowing. A screenshot of the client's screen at the moment the admin requested it through the server, incl. all models/skins or whatever he has on his screen.

Having this function will surely make the cheaters that abuse silently think twice before using hacks or these stupid 'ITS NOT CHEATING, ITS JUST A MODEL' skins.

Nune wrote on Fri, 29 May 2009 18:06TD wrote on Fri, 29 May 2009 12:34Or how about disable skins.

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I think you can run most map skins with just dds files, therefore in even half pure mode you could be able to use them, as well as the reticle. I think even in pure mode, the reticle is probably the only thing that could be allowed, since it's harmless.

StealthEye wrote on Fri, 29 May 2009 20:05They will be in packages (thus nicely organized) in TT anyway.

Good to hear that, I used to hate everything in just one map. Even though by using and clearing that map a lot, I now know all the skin file extensions, and the default DATA folder files, lol.

Subject: Re: Question
Posted by [slosha](#) on Fri, 29 May 2009 22:36:07 GMT
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pure rene sux tbh

Subject: Re: Question
Posted by [mr£Ä\\$Ä·z](#) on Fri, 29 May 2009 22:37:22 GMT
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Get the Fuck out of here.

Subject: Re: Question

Posted by [Reaver11](#) on Sat, 30 May 2009 08:12:50 GMT

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I still have mixed feelings about this.
It could screw up so much...

And tbh I think it will, the only reason I'm still playing ren is I can mess around with it make a new gun model or make a new skin.

Why don't you guys stick to the system most games use? (with one addition)

Pure server (all reverts to always.dat)

Half-'Renguard' (The old half-renguard function only skins)

Standard server (skins and models)

At least something more than that.

For instance a server owner disables the islands grass to be modded. Then my Islands would look horribly or they only disable HUD textures...

Don't get me wrong but this is a bad move.

Modders are a part of the reason there are still players in Renegade.

Even someone making basic skins in mspaint can use his work now which eventually allows him to grow in modding work.

Which you will supposedly block with a function like this.

When I make a skin I want it to be used in any server I play in(unless it is set to pure or whatsoever).

Seriously redesign this function.

Subject: Re: Question

Posted by [TruYuri](#) on Sat, 30 May 2009 08:16:44 GMT

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Reaver11 wrote on Sat, 30 May 2009 03:12I still have mixed feelings about this.
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Which you will supposedly block with a function like this.

When I make a skin I want it to be used in any server I play in(unless it is set to pure or whatsoever).

Seriously redesign this function.

I think I have read somewhere that they will be able to set it only to disallow texture replacements for specific textures, like the stealth effect.

Subject: Re: Question

Posted by [TD](#) on Sat, 30 May 2009 09:58:24 GMT

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About reverting to always.dat, you know it's possible to edit that file, right?

There's gotta be a hash check or something, but even then, I think they can fake that as well.

Subject: Re: Question

Posted by [Ghostshaw](#) on Sat, 30 May 2009 10:18:15 GMT

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We came up with a pretty good solution (better then hashing).

Subject: Re: Question

Posted by [TORN](#) on Mon, 01 Jun 2009 14:35:20 GMT

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TD wrote on Fri, 29 May 2009 07:34Or how about disable skins.

With the skimmers lately making huge ass fucking guns, see-through door or even c4 trails which you can see stealthed SBH's with when they walk from miles away... I'd say pure Renegade is the best.

Renegade looks best without skins tbh.

^^

I approve this message.

Subject: Re: Question

Posted by [nikki6ixx](#) on Mon, 01 Jun 2009 16:20:55 GMT

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TD wrote on Fri, 29 May 2009 06:34 even c4 trails which you can see stealthed SBH's with when they walk from miles away...

Wtffffffffffff, who the hell made that shit?

Subject: Re: Question

Posted by [Killgeak](#) on Mon, 01 Jun 2009 16:29:03 GMT

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nikki6ixx wrote on Mon, 01 June 2009 11:20TD wrote on Fri, 29 May 2009 06:34 even c4 trails which you can see stealthed SBH's with when they walk from miles away...

Wtffffffffffff, who the hell made that shit?

scrin

Subject: Re: Question

Posted by [ErroR](#) on Mon, 01 Jun 2009 17:18:33 GMT

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Killgeak wrote on Mon, 01 June 2009 19:29nikki6ixx wrote on Mon, 01 June 2009 11:20TD wrote on Fri, 29 May 2009 06:34 even c4 trails which you can see stealthed SBH's with when they walk from miles away...

Wtffffffffffff, who the hell made that shit?

scrin

actually I remember that di3 did it.

Subject: Re: Question

Posted by [Di3HardNL](#) on Mon, 01 Jun 2009 18:13:23 GMT

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we made that together. If we knew that it would be visible when a sbh was holding it we wouldn;t release it..

Damn Im starting to get a bad feeling about the patch.. I hope you guys can work this out as good as possible so not half of Renegade will quit

Subject: Re: Question
Posted by [KobraOps](#) on Mon, 01 Jun 2009 18:53:04 GMT
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Seriously wtf r we gonna do if the grass doesnt look beautiful?!?!?! how will we ever play renegade without grass?!?!?

They say they have a good system and i would take their word for it. Cant wait to see it in action in acouple years.

And diehard you have obviously put alot of time into modeling and skinning and im sure there will be atleast one server that will allow these to be used.(if the patch comes out i mean)

Subject: Re: Question
Posted by [Gohax](#) on Mon, 01 Jun 2009 23:02:45 GMT
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Honestly, I get tired of people saying ".. if the patch comes out."

Obviously, they're putting a lot of time and work into this. Why in the hell wouldn't it come out? After a year, all this shit they started up, gathering people from the major ren communities that have played this game since day one, coding bots, scripts, etc. for the game because ea wouldn't do shit. Then after all they've done, just drop everything? I seriously doubt that.

So for all the people that keep saying shit like "if it comes out" or keep asking when...

stfu

Subject: Re: Question
Posted by [nikki6ixx](#) on Mon, 01 Jun 2009 23:07:49 GMT
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Di3HardNL wrote on Mon, 01 June 2009 13:13Damn Im starting to get a bad feeling about the patch.. I hope you guys can work this out as good as possible so not half of Renegade will quit

On the other hand, people might actually come back because then they likely won't have to worry about C4 trails on their SBH, people having see-through doors so they know what's behind them, or having to deal with people with massively huge gun models.

Subject: Re: Question
Posted by [KobraOps](#) on Tue, 02 Jun 2009 00:16:44 GMT
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Gohax wrote on Mon, 01 June 2009 18:02Honestly, I get tired of people saying ".. if the patch comes out."

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stfu

you're cute when ur angry

Subject: Re: Question
Posted by [Gohax](#) on Tue, 02 Jun 2009 05:02:03 GMT
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KobraOps wrote on Mon, 01 June 2009 19:16Gohax wrote on Mon, 01 June 2009 18:02Honestly, I get tired of people saying ".. if the patch comes out."

Obviously, they're putting a lot of time and work into this. Why in the hell wouldn't it come out? After a year, all this shit they started up, gathering people from the major ren communities that have played this game since day one, coding bots, scripts, etc. for the game because ea wouldn't do shit. Then after all they've done, just drop everything? I seriously doubt that.

So for all the people that keep saying shit like "if it comes out" or keep asking when...

stfu

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Do you even know me? :/ I'm not angry; it's just ridiculous seeing people complain about how long it's taking when they clearly said they are putting a lot of work into it...

Subject: Re: Question
Posted by [Goztow](#) on Tue, 02 Jun 2009 06:38:57 GMT
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nikki6ixx wrote on Tue, 02 June 2009 01:07Di3HardNL wrote on Mon, 01 June 2009 13:13Damn Im starting to get a bad feeling about the patch.. I hope you guys can work this out as good as possible so not half of Renegade will quit

On the other hand, people might actually come back because then they likely won't have to worry about C4 trails on their SBH, people having see-through doors so they know what's behind them, or having to deal with people with massively huge gun models.
I agree.

Subject: Re: Question
Posted by [lion](#) on Tue, 02 Jun 2009 07:36:02 GMT
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Gohax wrote on Tue, 02 June 2009 01:02Honestly, I get tired of people saying ".. if the patch comes out."

Obviously, they're putting a lot of time and work into this. Why in the hell wouldn't it come out? After a year, all this shit they started up, gathering people from the major ren communities that have played this game since day one, coding bots, scripts, etc. for the game because ea wouldn't do shit. Then after all they've done, just drop everything? I seriously doubt that.

So for all the people that keep saying shit like "if it comes out" or keep asking when...

stfu

It is not a complain. I'm certain the patch will come out. The problem is, when? It was said that it could easily take another year. The fact is that at a certain point in time there is no point in releasing a realllyy good and nice patch because the game already lost too many (valuable) players.

It would feel sorry for them if they put some much work in a patch and then release it at a point when (almost) no one will make use of this patch, simple because the game is not being played anymore.

Subject: Re: Question
Posted by [Gohax](#) on Tue, 02 Jun 2009 12:48:57 GMT
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People have said this game would be dead for years now. If anything, I've seen the game grow just a bit more from when that was said. I see a few servers full everyday with regular players. And that's just on the rr list.

The game won't be dead anytime soon. The patch will come out regardless of what anyone thinks. If it takes another year, oh well. It'll take another year. Thing is, ren will still be here just like it was last year when everyone said it was gonna be dead.

Subject: Re: Question
Posted by [BlueThen](#) on Tue, 02 Jun 2009 13:54:00 GMT

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Di3HardNL wrote on Mon, 01 June 2009 13:13we made that together. If we knew that it would be visible when a sbh was holding it we wouldn;t release it..

Damn Im starting to get a bad feeling about the patch.. I hope you guys can work this out as good as possible so not half of Renegade will quit
Jesus Christ... You're basically telling me that half of renegade would quit just because TT would enable servers an option to keep clients from using advantage skins?

If it's going to be that way, then I'd rather it be that way.

Subject: Re: Question
Posted by [Di3HardNL](#) on Tue, 02 Jun 2009 14:11:25 GMT
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Half of Renegade was maybe a little bit to much estimate.
But yes, alot of players will leave/play less, when it isn't possible to use modifications anymore.

I see you have a different opinion about that because you seem to think every modification is a advantage?

Subject: Re: Question
Posted by [Goztow](#) on Tue, 02 Jun 2009 14:19:23 GMT
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He doesn't, he's thinking that a lot of players just use modifications to their advantage. While you can still argue about skins, most modifications include changed model width/height, otherwise it'd just be a skin . So this does create a difference in game play. There's always exceptions ofcourse...

Also: I agree many people use skins, but there's very few people that actually use models, in my experience. For skins, there won't be a problem and models can get verified by server owners.

Subject: Re: Question
Posted by [Reaver11](#) on Tue, 02 Jun 2009 14:34:53 GMT
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I think that also comes for the fact that models are harder to make than a skin and I don't think anyone is risking making new models that will become blocked.

Subject: Re: Question

Posted by [lion](#) on Tue, 02 Jun 2009 14:46:54 GMT

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Gohax wrote on Tue, 02 June 2009 07:48 People have said this game would be dead for years now. If anything, I've seen the game grow just a bit more from when that was said. I see a few servers full everyday with regular players. And that's just on the rr list.

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Don't start that argument. People still leave the game as we speak. I'm not talking about days here, but drawing a curve would show us a downward going line if you look over the years. I'm not saying ren will dead in a year, but there will be less people playing it.

Subject: Re: Question

Posted by [Gohax](#) on Wed, 03 Jun 2009 14:41:49 GMT

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lion wrote on Tue, 02 June 2009 09:46 Gohax wrote on Tue, 02 June 2009 07:48 People have said this game would be dead for years now. If anything, I've seen the game grow just a bit more from when that was said. I see a few servers full everyday with regular players. And that's just on the rr list.

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I'm saying basically what I'm seeing. Hell I've left the game a few times but have always come back. I've seen many people just recently that I played with years ago that are coming back.

Of course there will be a decline in players over the last few years; the game isn't in the same generation as most games out right now. I do think, though, that Renegade is one of the best games out, gameplay-wise. Why I'm still around playing it.

Subject: Re: Question

Posted by [lion](#) on Wed, 03 Jun 2009 20:47:03 GMT

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Gohax wrote on Wed, 03 June 2009 09:41

I'm saying basically what I'm seeing. Hell I've left the game a few times but have always come back. I've seen many people just recently that I played with years ago that are coming back.

Of course there will be a decline in players over the last few years; the game isn't in the same

generation as most games out right now. I do think, though, that Renegade is one of the best games out, gameplay-wise. Why I'm still around playing it. This has nothing to do with the point im trying to make...
