Subject: Conflict with .W3d files (RenGuard)
Posted by eh4canada on Fri, 09 Apr 2004 19:39:06 GMT
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hmm....maybe renguard should allow any W3D files that begin with e_filename.W3D since anything that begins with e_ is an emmiter file and, like a skin has no effect on gameplay

unless mac wants to have fun sifting through my 55 W3D files in my data folder , 44 of which are emmiters wont it take a while to authorize everyones favorite W3D weapon models and explosions though

btw, great work on renguard, its fun to play without wondering "is that a H@Xx0r!?!?! :rolleyes: " every time one of those guys on 56k kills u and u lag 20 feet