
Subject: How to allow alternative models?
Posted by [Spyder](#) on Tue, 28 Nov 2006 06:43:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have some models ripped from C&C_Ruins0X in my model database and I must say I like Slash0X medium tank model. I want to use it instead of the normal model, but renguard does not allow me to and says its a cheat. How and where can I allow it?

Please don't say Renguard IRC channel, cause I tried that multiple times and noone, not even the development team seems to help me allow that model.

Here is the model i'm talking about.

File Attachments

1) [v_gdi_medtnk.w3d](#), downloaded 221 times

Subject: Re: How to allow alternative models?
Posted by [Blazer](#) on Tue, 28 Nov 2006 07:38:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have verified your model and added it to the RenGuard approved models. However, when I tested this model in MP LAN mode, my game would crash if I bought a med tank, so not sure what the problem there is. It looked okay in w3d viewer, except was missing textures.

Subject: Re: How to allow alternative models?
Posted by [Spyder](#) on Tue, 28 Nov 2006 14:50:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok thank you for this! But yes you were right. For some reason the game crashes when you buy a med tank.

Subject: Re: How to allow alternative models?
Posted by [crazfulla](#) on Tue, 05 Dec 2006 18:56:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did you rename the w3d model from something different? If you did this would cause a glitch. To rename a w3d you must re-export from RenX or it crashes ren.

Edit I never found any med tank models in C&C_Ruins0x.mix only the chem tank model...
