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Subject: Just a question concerning custom models...  
Posted by [IAmFenix](#) on Wed, 15 Apr 2009 22:26:08 GMT  
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When the patch it released, is it going to stop any custom models?

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Subject: Re: Just a question concerning custom models...  
Posted by [Ghostshaw](#) on Thu, 16 Apr 2009 09:25:02 GMT  
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Server owners can allow the models they choose, but overall they will be blocked (because it would simply be too hard to stop cheats stemming from them).

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Subject: Re: Just a question concerning custom models...  
Posted by [Veyrdite](#) on Mon, 20 Apr 2009 06:16:05 GMT  
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Will this be enforced by not allowing the player to join or forcing the client to load the model from always.dat?

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Subject: Re: Just a question concerning custom models...  
Posted by [Goztow](#) on Mon, 20 Apr 2009 06:17:31 GMT  
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Dthdealer wrote on Mon, 20 April 2009 08:16 Will this be enforced by not allowing the player to join or forcing the client to load the model from always.dat?  
The latter.

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Subject: Re: Just a question concerning custom models...  
Posted by [Veyrdite](#) on Mon, 20 Apr 2009 06:21:41 GMT  
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Thanks - that's a better solution than what Renguard enforced on clients trying to join 'pure' servers.

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Subject: Re: Just a question concerning custom models...  
Posted by [TORN](#) on Tue, 21 Apr 2009 12:56:13 GMT  
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Ghostshaw wrote on Thu, 16 April 2009 05:25 Server owners can allow the models they choose,

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but overall they will be blocked (because it would simply be too hard to stop cheats stemming from them).  
THANK YOU!

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Subject: Re: Just a question concerning custom models...  
Posted by [Muad Dib15](#) on Sun, 26 Apr 2009 22:07:07 GMT  
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So, what we'd do is have the server owners start a topic for custom models that we'd like to use ingame and have the owners approve them?

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Subject: Re: Just a question concerning custom models...  
Posted by [Ghostshaw](#) on Sun, 26 Apr 2009 23:47:00 GMT  
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Well we will provide a utility which allows a modeller (or server owner of course) to hash a w3d. Then they can post that with the release and each individual server owner can decide wether to add it to their "exceptions" list. At least thats the current rough idea.

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Subject: Re: Just a question concerning custom models...  
Posted by [slosha](#) on Mon, 27 Apr 2009 03:27:53 GMT  
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Ghostshaw wrote on Sun, 26 April 2009 18:47Well we will provide a utility which allows a modeller (or server owner of course) to hash a w3d. Then they can post that with the release and each individual server owner can decide wether to add it to their "exceptions" list. At least thats the current rough idea.

so this means it will be able to auto-detect which model is being used? how bout we just go a simpler route, only block models that create an advantage. but please, let's not be too anal on which models are blocked. another aspect of keeping renegade alive, i believe, is keeping it's easy customization allowed.

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Subject: Re: Just a question concerning custom models...  
Posted by [Di3HardNL](#) on Mon, 27 Apr 2009 06:40:38 GMT  
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I think I would leave renegade if there were no more modified models allowed. But this sounds allright

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Subject: Re: Just a question concerning custom models...  
Posted by [saberhawk](#) on Mon, 27 Apr 2009 07:53:40 GMT  
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2GLOCK9S wrote on Sun, 26 April 2009 23:27Ghostshaw wrote on Sun, 26 April 2009 18:47Well we will provide a utility which allows a modeller (or server owner of course) to hash a w3d. Then they can post that with the release and each individual server owner can decide wether to add it to their "exceptions" list. At least thats the current rough idea.

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And how do you suggest we create a computer program that determines if a model creates an advantage when most \*humans\* can't agree on that same thing?

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Subject: Re: Just a question concerning custom models...  
Posted by [Scrin](#) on Mon, 27 Apr 2009 08:05:58 GMT  
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Saberhawk wrote on Mon, 27 April 2009 02:532GLOCK9S wrote on Sun, 26 April 2009 23:27Ghostshaw wrote on Sun, 26 April 2009 18:47Well we will provide a utility which allows a modeller (or server owner of course) to hash a w3d. Then they can post that with the release and each individual server owner can decide wether to add it to their "exceptions" list. At least thats the current rough idea.

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And how do you suggest we create a computer program that determines if a model creates an advantage when most \*humans\* can't agree on that same thing?  
humans are cruel!

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Subject: Re: Just a question concerning custom models...  
Posted by [Ghostshaw](#) on Mon, 27 Apr 2009 10:30:44 GMT  
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Only blocking certain models is alot easier to bypass then blocking all models but a few exceptions.

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Subject: Re: Just a question concerning custom models...

Posted by [slosha](#) on Fri, 01 May 2009 21:29:56 GMT

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Goztow wrote on Mon, 20 April 2009 01:17Dthdealer wrote on Mon, 20 April 2009 08:16Will this be enforced by not allowing the player to join or forcing the client to load the model from always.dat?

The latter.

i'm sure there's a way to create your own always

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Subject: Re: Just a question concerning custom models...

Posted by [saberhawk](#) on Fri, 01 May 2009 22:44:49 GMT

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2GLOCK9S wrote on Fri, 01 May 2009 17:29Goztow wrote on Mon, 20 April 2009 01:17Dthdealer wrote on Mon, 20 April 2009 08:16Will this be enforced by not allowing the player to join or forcing the client to load the model from always.dat?

The latter.

i'm sure there's a way to create your own always

There definitely is, but don't you think we'd block that?

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Subject: Re: Just a question concerning custom models...

Posted by [rrutk](#) on Fri, 08 May 2009 11:50:35 GMT

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OMFG, I won't be able to use my just created crystal clear NON-advantage skins any longer???

(JOKE!)

### File Attachments

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1) [All\\_Fun\\_Skins.jpg](#), downloaded 675 times

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Subject: Re: Just a question concerning custom models...

Posted by [Carrierll](#) on Sun, 10 May 2009 10:19:10 GMT

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rrutk wrote on Fri, 08 May 2009 12:50OMFG, I won't be able to use my just created crystal clear NON-advantage skins any longer???

(JOKE!)

These are clearly fair.