Posted by Goztow on Wed, 12 Aug 2009 07:05:30 GMT
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I don't want to regenerate the complete advantage skin / model debate again, but I want to do a call out towards every player that will play in this tournament to avoid the use of bright skins and to avoid the use of any model overall. It will, in my opinion, make games fairer and thus more enjoyable for everyone.

If you like using these skins or models, I'm sure you can remove them from your data directory for these couple of games, while you're installing scripts 3.4.4 maybe . I'll let you decide for yourself what you consider an advantage and what you don't.

I'm aware that there's no real way of checking or forcing this, but if most of you put up some "self discipline" for this, then I'm convinced it'll be beneficial for the tourney.

The same behaviour should obviously apply towards people that think they need cheats to play half decently...

PS: I'm not an organizer, I'm just a player in this tourney but I think this matters. I personally only play for fun, I truly don't care about winning or loosing .

Subject: Re: A call for fairness
Posted by Good-One-Driver on Wed, 12 Aug 2009 15:55:15 GMT
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Agreed

Subject: Re: A call for fairness
Posted by KobraOps on Wed, 12 Aug 2009 21:45:45 GMT
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I play for keeps

Subject: Re: A call for fairness
Posted by liquidv2 on Thu, 13 Aug 2009 06:27:52 GMT
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i don't use any skins but i will not use 3.4.4
i'll disadvantage myself with slower turrets and the 2.9.2 scripts

gotzow, if you don't care about winning or losing then why do you care if the enemy team is using advantage skins or cheats? as long as you're having fun it shouldn't bother you in the slightest

Subject: Re: A call for fairness
Posted by Goztow on Thu, 13 Aug 2009 06:32:37 GMT

How is it fun to know you're playing but not competing on the same level? I don't care about winning or loosing if I have a fair and equal chance to do both.

Cheats do tend to ruin my fun.

Subject: Re: A call for fairness
Posted by Hitman on Thu, 13 Aug 2009 09:00:21 GMT

lol i dont think changing the skin of a nog engi for example from red/black to completly blue or something would be to helpfull... :/ advantage skins are overrated

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Subject: Re: A call for fairness
Posted by Goztow on Thu, 13 Aug 2009 09:18:35 GMT

Hitman wrote on Thu, 13 August 2009 11:00lol i dont think changing the skin of a nog engi for example from red/black to completly blue or something would be to helpfull... :/ advantage skins are overrated
Is that why you're using them? (see your tank fight video...)[/offtopic]

As I said in my first post: this isn't ment to become another "advantage or not" skin thread, I think my intentions are very clear.

Subject: Re: A call for fairness
Posted by Hitman on Thu, 13 Aug 2009 09:22:20 GMT

Goztow wrote on Thu, 13 August 2009 04:18Hitman wrote on Thu, 13 August 2009 11:00lol i dont think changing the skin of a nog engi for example from red/black to completly blue or something would be to helpfull... :/ advantage skins are overrated
Is that why you're using them? (see your tank fight video...)[/offtopic]

As I said in my first post: this isn't ment to become another "advantage or not" skin thread, I think my intentions are very clear.
lmao? i have no 'skins' other than clearscope and a custom reticle... and i mean NONE at all

time for some glasses

ps: the custom ltank skin is built into the map

Subject: Re: A call for fairness
Posted by Goztow on Thu, 13 Aug 2009 09:26:37 GMT
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There's something different about your explosions, but maybe it's just because you play on a higher detail than I do, in which case I stand corrected. I won't start about clearscope .

Subject: Re: A call for fairness
Posted by Hitman on Thu, 13 Aug 2009 09:29:06 GMT
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Goztow wrote on Thu, 13 August 2009 04:26There's something different about your explosions, but maybe it's just because you play on a higher detail than I do, in which case I stand corrected. I won't start about clearscope .
i have an 22" monitor... i do not have any modification that would make my explosions look different than normal(dont even see why that would be good eitherway but whatever)

and if you wanna play with that green piece of shit scope then by all means.. be my guest, but i sure as hell am not

Subject: Re: A call for fairness
Posted by Nightma12 on Fri, 14 Aug 2009 12:34:01 GMT
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Renguard pure mode anybody?

Subject: Re: A call for fairness
Posted by C C_guy on Sat, 15 Aug 2009 01:02:37 GMT
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Nightma12 wrote on Fri, 14 August 2009 07:34Renguard pure mode anybody?

Sure i got no problem with that idea, its the answer , but not for cheaters and the like. so here it comes.

Subject: Re: A call for fairness
Posted by Nightma12 on Sat, 15 Aug 2009 01:59:48 GMT
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RenGuard does indeed successfully block skins no problem - the cheaters never bothered bypassing it since no server used pure lol.

I am quite happy to support the use of compulsory pure renguard on this tourny with scripts 3.4.4

Thats the only way to be sure everything is 100% fair.

Subject: Re: A call for fairness
Posted by Jamie or NuneGa on Sat, 15 Aug 2009 02:55:46 GMT
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imo if they need skins/ cheats to put up a good fight idc. Otherwise its too easy.

Subject: Re: A call for fairness
Posted by Mr.Mom on Sat, 15 Aug 2009 09:22:49 GMT
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Nune wrote on Fri, 14 August 2009 19:55imo if they need skins/ cheats to put up a good fight idc.
Otherwise its too easy.

Those are the type of comments that gives us a bad reputation. Please think next time before you
post =/

Subject: Re: A call for fairness
Posted by Genesis2001 on Sun, 16 Aug 2009 07:16:50 GMT
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Nightma12 wrote on Fri, 14 August 2009 18:59RenGuard does indeed successfully block skins no
problem - the cheaters never bothered bypassing it since no server used pure lol.

I am quite happy to support the use of compulsory pure renguard on this tourny with scripts 3.4.4

Thats the only way to be sure everything is 100% fair.

RenGuard has outlived it's usefulness. BIATCH is superior and RR is next in line (1st for
client-side).

If you are going to push for RenGuard compulsory, then I'm going to say force RR. It runs on 2.9.2
(afaik) and servers can run it. Provides kudos anti-cheat. Vastly superior to RenGuard.

Subject: Re: A call for fairness
Posted by Nightma12 on Sun, 16 Aug 2009 12:45:55 GMT
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Yes RG has outlived its usefulness. but what im saying is, RenGuard pure mode actually works.. lol

Of course it dousnt block *cheat name removed*which has bright skins in.. but thats not what we want want to block anyway

---

Subject: Re: A call for fairness
Posted by Sladewill on Sun, 16 Aug 2009 16:21:09 GMT
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RR <- use it

RG -> BIN

Subject: Re: A call for fairness
Posted by Nightma12 on Sun, 16 Aug 2009 17:11:42 GMT
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RR does not block advantage skins...

RG pure works fine for blocking advantage skins....

Subject: Re: A call for fairness
Posted by Ethenal on Mon, 17 Aug 2009 04:40:52 GMT
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Nightma is actually quite correct, one thing RenGuard still does perfectly is block advantage skins.

Subject: Re: A call for fairness
Posted by Goztow on Mon, 17 Aug 2009 06:34:15 GMT
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Ethenal wrote on Mon, 17 August 2009 06:40Nightma is actually quite correct, one thing RenGuard still does perfectly is block advantage skins.
If you get RG to run, of course. Still no 64bit support.

Subject: Re: A call for fairness
Posted by Sladewill on Mon, 17 Aug 2009 09:47:32 GMT
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RG always crashes renegade not fix it

Subject: Re: A call for fairness
Posted by RTsa on Mon, 17 Aug 2009 14:27:45 GMT

Goztow wrote on Mon, 17 August 2009 09:34Ethenal wrote on Mon, 17 August 2009
06:40Nightma is actually quite correct, one thing RenGuard still does perfectly is block advantage
skins.
If you get RG to run, of course. Still no 64bit support.
If indeed. I still can't run RG with my Vista 64 bit. Just means I won't be going to servers which still
use it.

Subject: Re: A call for fairness
Posted by Prulez on Mon, 17 Aug 2009 14:31:08 GMT

RTsa wrote on Mon, 17 August 2009 16:27Goztow wrote on Mon, 17 August 2009 09:34Ethenal
wrote on Mon, 17 August 2009 06:40Nightma is actually quite correct, one thing RenGuard still
does perfectly is block advantage skins.
If you get RG to run, of course. Still no 64bit support.
If indeed. I still can't run RG with my Vista 64 bit. Just means I won't be going to servers which still
use it.
Luckily for you, that are not a lot of servers.

Subject: Re: A call for fairness
Posted by KobraOps on Mon, 17 Aug 2009 20:34:07 GMT

Nightma12 wrote on Sun, 16 August 2009 12:11RR does not block advantage skins...

RG pure works fine for blocking advantage skins....

Skill > skins

Subject: Re: A call for fairness
Posted by liquidv2 on Mon, 17 Aug 2009 22:56:04 GMT

i say allow players to use skins and allow gotzow to claim his team never lost because the other
team had advantage skins; that way everyone wins and no one has to get renguard and renegade
resurrection and scripts 3.4.4 just to play a few maps

Subject: Re: A call for fairness
Posted by Homey on Mon, 17 Aug 2009 23:13:50 GMT
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I hardly have any skins, I'd gladly delete them for a match. But I will not use 3.4.4, warp much?
2.9.2 works perfectly fine, and do we really need everyone crashing constantly because of RG?

Subject: Re: A call for fairness
Posted by Genesis2001 on Tue, 18 Aug 2009 05:05:42 GMT
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Nightma12 wrote on Sun, 16 August 2009 10:11RR does not block advantage skins...

RG pure works fine for blocking advantage skins....

...

This topic is getting heated quite fast, lol.

If players -need- advantage skins to win, then let them. The only skin I'd probably be using is a
stealth skin (if I can find a good one...and the one I've got in mind is hardly an advantage. lol)

!vote lock

Subject: Re: A call for fairness
Posted by karmai on Wed, 19 Aug 2009 23:02:52 GMT
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I don't use any skins like that, i dont really care either.

From what i've heard, anybody that knows dick about computers can use scripts, and take out the
file that stops RGH... so i don't see the need for scripts either

Subject: Re: A call for fairness
Posted by Genesis2001 on Wed, 19 Aug 2009 23:53:24 GMT
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Goztow's wanting the playing field leveled to where everyone fights with the same stuff. No unfair
advantages.

Also, I'm with the people who say they don't use skins -- I don't either, except for the D6HUD.

Subject: Re: A call for fairness
Posted by EaZiE on Thu, 20 Aug 2009 22:43:59 GMT
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If we break TDs fingers, our arty may be on the same level.
On a serious note I am not going to re-arrange my whole data folder for this tourny. Will you next be asking everyone to return to the custom hud? I think advantage skins are bitched about too much =/

Subject: Re: A call for fairness
Posted by liquidv2 on Fri, 21 Aug 2009 04:27:20 GMT
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it's something for people to complain about when they lose because they can't accept the fact that some people are better than them

even if they don't know it

Subject: Re: A call for fairness
Posted by Goztow on Fri, 21 Aug 2009 06:46:39 GMT
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liquidv2 wrote on Fri, 21 August 2009 06:27it's something for people to complain about when they lose because they can't accept the fact that some people are better than them

even if they don't know it
It's something some people use to gain a clear advantage over people that don't use them, and then tell those other people that they're simply more skilled and that the skins wouldn't have mattered.

Why do you need them in the first place, then?

Oh and the argument of data folder re-arranging makes me laugh: sort by type - replace all dds, wd3 and ini - done...

Anyway, I won't bother with this topic for the moment, I think it served its purpose.

Subject: Re: A call for fairness
Posted by KobraOps on Fri, 21 Aug 2009 20:44:32 GMT
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Goztow wrote on Fri, 21 August 2009 01:46liquidv2 wrote on Fri, 21 August 2009 06:27it's something for people to complain about when they lose because they can't accept the fact that some people are better than them

even if they don't know it
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Why do you need them in the first place, then?

Oh and the argument of data folder re-arranging makes me laugh: sort by type - replace all dds, wd3 and ini - done...

Anyway, I won't bother with this topic for the moment, I think it served its purpose.

The games been out for so many years didnt u think someone might want to change the way it looks based on their preference? If someone has been using the same custom reticle for the past couple years changing to pure mode with the default reticle will make a huge difference.

Subject: Re: A call for fairness
Posted by karmai on Fri, 21 Aug 2009 20:46:46 GMT
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i dont know about all that Kobra, changing reticles hardly matters.. plus the original is the best

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Subject: Re: A call for fairness
Posted by KobraOps on Fri, 21 Aug 2009 20:52:20 GMT
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I like the dot reticle the best, but its really whatever one u use the most.

Subject: Re: A call for fairness
Posted by C C_guy on Mon, 21 Sep 2009 18:54:00 GMT
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Goztow wrote on Fri, 21 August 2009 01:46liquidv2 wrote on Fri, 21 August 2009 06:27it's something for people to complain about when they lose because they can't accept the fact that some people are better than them

even if they don't know it
It's something some people use to gain a clear advantage over people that don't use them, and then tell those other people that they're simply more skilled and that the skins wouldn't have mattered.

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Oh and the argument of data folder re-arranging makes me laugh: sort by type - replace all dds, wd3 and ini - done...

Anyway, I won't bother with this topic for the moment, I think it served its purpose.

I know the topics old ok, anyways goztow i must say,after reading this today(as i havent read this topic till today) its just unreal how they still didnt get it, kinda sad.

Subject: Re: A call for fairness
Posted by ZeLL on Thu, 24 Sep 2009 16:32:46 GMT
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dont need skins...i just find it more amusing watching a spongebob blow up my harvester or my building rather then a normal c4 it doesnt improve anything just get bored of the same thing after years of playing

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