**Subject: Pure Mode**
Posted by Gen_Blacky on Thu, 09 Sep 2010 19:43:44 GMT
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So is TT going to add a pure mode for server owners? Pure mode meaning that server owners can make plays use default renegade with no type of skins, huds, scripts, shaders or other modifications what so ever. If so will tt client be able to load default files if someone had a bunch of crap in their data folder. What if someone has a modified map (.mix) file will tt be able to load the default/approved map.

Like I have made some modified maps that people can use online (.mix) files. Would the user have to remove that map or would tt be able to automatically load default maps. It would be nice if players didn't have to remove anything from their data folder to play on a pure server. TT would just automatically load default renegade files. I would love to see this feature specially for clanwars .cc games and fun wars.

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**Subject: Re: Pure Mode**
Posted by trooprm02 on Fri, 10 Sep 2010 02:22:22 GMT
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Good question, I asked this months ago and thats how it was planned to have worked (load defaults from /data/ automatically), and have this as a server side option (ex: puremode=0/1). Now I just wonder if they've managed to get this concept working without player intervention (them having to manually remove modified files)?

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**Subject: Re: Pure Mode**
Posted by snpr1101 on Fri, 10 Sep 2010 05:48:56 GMT
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With puremode, can you have a custom ret; or does puremode really mean, stock settings only.

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**Subject: Re: Pure Mode**
Posted by Gen_Blacky on Fri, 10 Sep 2010 07:52:09 GMT
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A custom yet would be okay I guess but I prefer defualt ret.

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**Subject: Re: Pure Mode**
Posted by HaTe on Fri, 10 Sep 2010 22:05:01 GMT
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Custom ret is all anyone really needs anyway.

Subject: Re: Pure Mode
Posted by snpr1101 on Sat, 11 Sep 2010 23:33:21 GMT
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HaTe wrote on Fri, 10 September 2010 17:05Custom ret is all anyone really needs anyway.

I would disagree. I'd be happy to play with the same settings as everyone else. At the end of the day, it's a variation of any shape with a dot in the center. Any shape is usable. You don't really "need" to have a different ret to everyone else.

That being said, when it's all said and done, I would not mind other players using different rets, even myself.

Subject: Re: Pure Mode
Posted by HaTe on Sun, 12 Sep 2010 23:53:17 GMT
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Original reticle is a complete fail if you ask me. I meant that you can't really gain an advantage by changing your reticle, as you can with changing skins of vehicles and such.

Subject: Re: Pure Mode
Posted by argathol3 on Mon, 13 Sep 2010 00:18:58 GMT
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...Default Ret is clearly the best.

Subject: Re: Pure Mode
Posted by Gen_Blacky on Mon, 11 Oct 2010 19:42:48 GMT
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Any one from the tt want to respond? yes , no, maybe.

Subject: Re: Pure Mode
Posted by StealthEye on Tue, 12 Oct 2010 17:56:58 GMT
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As for "What if someone has a modified map (.mix) file will tt be able to load the default/approved map.", yes. As for a (secure) pure mode thing, I'm not sure. At least it will work for a predefined set of sensitive files, but I'm not sure whether it will apply for all files.

Subject: Re: Pure Mode
Posted by Gen_Blacky on Wed, 13 Oct 2010 18:15:42 GMT
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StealthEye wrote on Tue, 12 October 2010 12:56As for "What if someone has a modified map (.mix) file will tt be able to load the default/approved map.", yes. As for a (secure) pure mode thing, I'm not sure. At least it will work for a predefined set of sensitive files, but I'm not sure whether it will apply for all files.

sounds good

Subject: Re: Pure Mode
Posted by trooprm02 on Wed, 13 Oct 2010 18:48:54 GMT
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StealthEye wrote on Tue, 12 October 2010 12:56whether it will apply for all files.

It would only make sense to