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Subject: Question About RenGuard.....

Posted by [QuienEsSuPapa](#) on Tue, 02 Sep 2003 03:04:56 GMT

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I was just wondering, are you going to release a list of the files that ARE ok to be in your Data folder when RenGuard scans it? I am asking this because there are a number of people that I know of, myself included, that are using a file call hud\_sniper.dds which removes the green and black area when they are in scope mode. I have not and never will cheat on this game, its too much fun. I just dont want to get banned from the server(s) I play in because I have this file. Its not as if it aims or pulls the trigger for you. I know there are people out there using much worse then this who wont be affected by the program (at least not yet) and as such wont be kicked/banned. Ah well, just wondering.

Good job by the way

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Subject: Question About RenGuard.....

Posted by [Crimson](#) on Tue, 02 Sep 2003 04:55:24 GMT

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mac wants that file to be blacklisted... but it might be open to debate.

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Subject: Question About RenGuard.....

Posted by [YSLMuffins](#) on Tue, 02 Sep 2003 05:18:47 GMT

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There are also skins that supposedly change the color tint of the scope...

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Subject: Question About RenGuard.....

Posted by [Falconxl](#) on Tue, 02 Sep 2003 05:31:06 GMT

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I have a question. Will the stealth\_effect.dds be blacklisted?

I personally think it should since it will eliminate the use of super high visibility stealth skins.

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Subject: Question About RenGuard.....

Posted by [Crimson](#) on Tue, 02 Sep 2003 05:35:43 GMT

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The original intent was to stop the damage mod and bigheads, but it's safe to assume that all skins will be evalutated (if they haven't already).

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I'm in upstate New York on vacation this week until Thursday. When I get back, I'll get forums up on RenGuard.com

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Subject: Question About RenGuard.....

Posted by [QuienEsSuPapa](#) on Tue, 02 Sep 2003 06:09:24 GMT

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i just dont want to be banned for using it, so could ya make it public knowledge as to whether it is or not when you u know? A debate over the file wouldnt be a bad idea.

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Subject: Question About RenGuard.....

Posted by [Kingdud](#) on Tue, 02 Sep 2003 10:22:48 GMT

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If you are so worried about being banned...here is an idea...GET RID OF IT.

Peace out,

-Kingdud

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Subject: Question About RenGuard.....

Posted by [laeubi](#) on Tue, 02 Sep 2003 10:40:30 GMT

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KingdudIf you are so worried about being banned...here is an idea...GET RID OF IT.

Peace out,

-Kingdud

Where do you get THOSE cool ideas? :rolleyes: :rolleyes:

A list would be cool, because I have a skin for nearlyeverything, jsut too add some little extras like Clan icons and such

I think a good ide would be, if a sever can setup if he wnts to reject files or not, eg, the hud thing.

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Subject: Question About RenGuard.....

Posted by [DaveGMM](#) on Tue, 02 Sep 2003 10:45:13 GMT

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Sorry, no way, uh-uh are you allowing the Tint and Scope remover skin to be allowed.

It gives people who have it a great, GREAT advantage over the people who don't. They can see

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snipers the whole screen away, other's can't.

I will personally ban anyone on Crimson79 that admits they use it.

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Subject: Question About RenGuard.....

Posted by [Doitle](#) on Tue, 02 Sep 2003 12:00:05 GMT

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Well what about me, I have one with a different reticle. Also, in real life, not every sniper has the same scope. Do you think that in WW2 the Germans and the Allies were using the same Scope? The US And Vietnam? I don't think so. I really hope that this Renguard thing doesnt get out of hand. This is beginning to sound like not as great of an idea as perceived. If it gets rid of the main few cheats then that's great. But if it starts looking through at other stuff and blacklisting people for smaller offenses... Well I don't approve much of that at all. I have many many many modified skins. I dont have modified black hands or a sniper scope without the field of green, but I do have a bright green mountain dew orca, or a Pepsi Flame Tank which are slightly easier to see merely because they look so cool (self-promotion; self-made skins ) Now who's not to say that Renguard could be designed to look through and find every skin in the game thats easier to see than others and could give someone an unfair advantage by comparing brightness values to the original or some such formula? That's what I'm afraid of.

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Subject: Question About RenGuard.....

Posted by [laeubi](#) on Tue, 02 Sep 2003 12:51:25 GMT

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DaveGMMSorry, no way, uh-uh are you allowing the Tint and Scope remover skin to be allowed.

It gives people who have it a great, GREAT advantage over the people who don't. They can see snipers the whole screen away, other's can't.

I will personally ban anyone on Crimson79 that admits they use it.

I never use the scope

But I have added a nice GDI/Nod logo to the black part of the skin, thats just look a bit better

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Subject: Question About RenGuard.....

Posted by [PiMuRho](#) on Tue, 02 Sep 2003 14:32:21 GMT

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Doitle: to avoid your problem, it should be left up to the server operator to decide how strictly they want to enforce things.

For example, clan matches should be run as "pure" - no modified skins/models at all, whereas your average public server would just want the anti-cheat settings.

Problem solved!

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Subject: Question About RenGuard.....

Posted by [kawolsky](#) on Tue, 02 Sep 2003 18:57:39 GMT

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Removing the green tint from the scope is not cheating, it is just having a slight advantage, you either hit them or you don't, it doesn't pull the trigger for you and it doesn't auto aim,i see no problem using it as it has only a slight extra advantage.

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Subject: Question About RenGuard.....

Posted by [kawolsky](#) on Tue, 02 Sep 2003 18:58:34 GMT

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And as the ladder no longer works, there is nothing to get worked up about.

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Subject: Question About RenGuard.....

Posted by [England](#) on Tue, 02 Sep 2003 19:01:22 GMT

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PiMuRhoDoitle: to avoid your problem, it should be left up to the server operator to decide how strictly they want to enforce things.

For example, clan matches should be run as "pure" - no modified skins/models at all, whereas your average public server would just want the anti-cheat settings.

Problem solved!

Thats a good idea, levels of detection, ie the option to allow skins etc..

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Subject: Question About RenGuard.....

Posted by [Demolition man](#) on Tue, 02 Sep 2003 19:09:22 GMT

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kawolskyRemoving the green tint from the scope is not cheating, it is just having a slight advantage, you either hit them or you don't, it doesn't pull the trigger for you and it doesn't auto aim,i see no problem using it as it has only a slight extra advantage.  
It gives an advantage just like a cheat and the other pink skins.

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Subject: Question About RenGuard.....

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Posted by [spreegem](#) on Tue, 02 Sep 2003 20:30:40 GMT

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It still gives an advantage.

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Subject: Question About RenGuard.....

Posted by [forsaken](#) on Tue, 02 Sep 2003 23:57:03 GMT

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I wouldn't call it an advantage, more of a preference. There are several ways of looking at it. Someone might prefer the green tint while other want to get rid of it. Some might want to make sure they follow the rules and use the green tint like it or not while others just don't give a shit, 'becuase hey it's able to be modified so why not modify it?' I personally don't care about such a petty rule breaking, and I also have a different scope skin myself.

IMO

All the 'advantage is an advantage' for some reason just reminds me of the theory of a standard world or something where everything is the same and everyone has that same things.....just doesn't make a big deal unless it is threatening the community. I mean Westwood could have made it to where you are able to have different scopes, such as a night vision and a non night vision scope, they just might not have had the time or thought to implement it. Sorry but if I would be sniping in the mourning I think I would switch off night vision.....everyone has a choice to use these skins if they want to

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Subject: Question About RenGuard.....

Posted by [Creed3020](#) on Wed, 03 Sep 2003 02:25:07 GMT

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I just hope the list will be very thought through. I can see a lot of people getting kicked and banned left right and centre for just certain contraversal skins.

I just hope it does more good then piss people off...

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Subject: Question About RenGuard.....

Posted by [Gus](#) on Wed, 03 Sep 2003 03:23:53 GMT

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LOL... I don't want to be banned for using a nude Hotwire skin.

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Subject: Question About RenGuard.....

Posted by [dufis791](#) on Wed, 03 Sep 2003 03:32:44 GMT

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lol.... was thinking "y would they bann skins at all?" but duh! florecent C4s, tanks, infantry....ect

lol im a moron

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Subject: Question About RenGuard.....

Posted by [Majiin Vegeta](#) on Wed, 03 Sep 2003 08:59:00 GMT

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i would say add the highlighted C4's and the highlighted characters... there worse then any clear sniper scope

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Subject: Question About RenGuard.....

Posted by [boma57](#) on Wed, 03 Sep 2003 10:57:21 GMT

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Dear God, if you're afraid of someone using an advantage so small as getting rid of the green tint on the scope, you must really be horrible at the game and groping at any opportunity you have to make it equal because you couldn't survive otherwise.

I don't use any sniper skins, but honestly, if you have to reassure yourself that removing a tint or the very small black outline (Probably barely a 10-25% vision increase if you do) is a "great, GREAT advantage", then you have got some insecurity issues in this game, my friend.

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Subject: Question About RenGuard.....

Posted by [dufis791](#) on Wed, 03 Sep 2003 12:09:22 GMT

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i like that green tint! its more realistic, like night vision.

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Subject: Question About RenGuard.....

Posted by [Planetshaun](#) on Wed, 03 Sep 2003 13:33:19 GMT

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GusLOL... I don't want to be banned for using a nude Hotwire skin.

Bring on teh screenies !

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Subject: Question About RenGuard.....

Posted by [Punch-CounterPunch](#) on Wed, 03 Sep 2003 20:29:03 GMT

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so in order for us to use custom skins we first must submit them to you then await the ok or the negative correct this way the check sum of the final dds is entered into the list for renguard because i made a few custom band skins for the buggy and apcs and i would like to continue to use them

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Subject: Question About RenGuard.....  
Posted by [forsaken](#) on Wed, 03 Sep 2003 20:47:42 GMT  
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lol that looks pretty neat, reminds me of Disturbed... you should submit them to <http://www.cncammo.com>

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Subject: Question About RenGuard.....  
Posted by [Jaspah](#) on Wed, 03 Sep 2003 21:31:08 GMT  
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What if we could customize our RenGuard to allow a certain skin and not allow a certain skin.

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Subject: Question About RenGuard.....  
Posted by [spreegem](#) on Wed, 03 Sep 2003 21:43:22 GMT  
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j4S[p]What if we could customize our RenGuard to allow a certain skin and not allow a certain skin.

There's way many skins to put every single one in renguard , I think. . .

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Subject: Question About RenGuard.....  
Posted by [General Havoc](#) on Wed, 03 Sep 2003 21:51:16 GMT  
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It reads the file name more than likely and not the actual CRC (skins anyway) of the file. I don't know much about RenGuard as the information on how it works is not public. If you think about it. Stealth\_Effect.dds (I think that is the SBH skin file if it's the same as the Stank) can't be renamed as it wouldn't work.

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Subject: Question About RenGuard.....

Posted by [smwScott](#) on Thu, 04 Sep 2003 00:00:38 GMT

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I don't think you should ban skins. I personally don't use that sniper skin but I can't see where it would give you any kind of relevant advantage. I have a replacement pistol model, a reticle skin, and maybe a few other things. I don't wanna get kicked/banned from good servers and then have to go to their forums or whatever and bitch about it in order to get unbanned, then have to remove the skins which I happen to like so it doesn't happen again.

As it stands now cheaters are quickly identified and banned, and it doesn't affect me much. This however could. Sometimes the cure can be worse than the disease, I think you guys should be very careful of that.

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Subject: Question About RenGuard.....

Posted by [Doitle](#) on Thu, 04 Sep 2003 02:32:05 GMT

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Quote:As it stands now cheaters are quickly identified and banned, and it doesn't affect me much. This however could. Sometimes the cure can be worse than the disease, I think you guys should be very careful of that.

Very wise words Scott. I wholeheartedly agree with that sentiment.

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Subject: Question About RenGuard.....

Posted by [Blazer](#) on Thu, 04 Sep 2003 02:35:53 GMT

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Dont worry we are listening and I think we have the best overall solution. Once Crimson gets back in town she is putting up dedicated forums on renguard.com where we can address any issues.

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Subject: Question About RenGuard.....

Posted by [Jaspah](#) on Thu, 04 Sep 2003 19:06:08 GMT

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Lets work on the major cheats instead. Like The Big Head & Objects.dbb. :rolleyes:

Skins didn't stop us before, Why will they now?

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Subject: Question About RenGuard.....

Posted by [Ferhago](#) on Thu, 04 Sep 2003 19:16:47 GMT

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I think skins shouldnt be included in renguard at all. Its getting pretty easy to get rid of cheaters. You see one you kick him. But with renguard and many people without their favorite skins just doesnt seem right.

And having to get our skins "Approved" is just bullshit. Who cares if something is more visible if you suck it doesnt help you. There could be a giant fucking sign over everyones head in neon colors but they can still kick your ass if there better than you

I mean its insane some of the stuff im hearing, Banning modified sounds? How the fuck is a sound gonna give you an advantage!?

Seriously leave it to just the head and body models and objects ddb. Let us have our gun models and skins and everything else.

I think renguard itself is gonna kill renegade if its gonna strip the ability to customize the game.

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Subject: Question About RenGuard.....

Posted by [KIRBY098](#) on Thu, 04 Sep 2003 19:23:16 GMT

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The reason banning those mods is even being discussed, is because they are portals to exploit getting around RenGaurd. And renegades' addictiveness isn't in it's skins.

It's in the multifaceted gameplay, where you can go rambo, or team, and still make a huge difference either way.

I understand your trepidation, but what's better?

Renegade ruined with skins  
Renegade with clean gameplay, and the same old skins

I pick the latter. How do you ever have time to look at charachters and background anyway? I am always focused solely on victory, and taking out that tank, or building.

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Subject: Question About RenGuard.....

Posted by [Ferhago](#) on Thu, 04 Sep 2003 19:30:31 GMT

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Well im not. I keep my details to their highest and enjoy looking at the graphics.

And skins havent ruined renegade and never will. Skins dont provide any real advantage. They just make your game look nice or personalize it if you made it yourself, That and it gives losers something to bitch about if they get their asses kicked.

No one gave a second thought about skins until all this cheating stuff came up. Now its ban

everything that gives you an advantage or even looks like it gives you an advantage or maybe I just dont like this person so he must be cheating take away all his skins

And one of the major things that got me hooked on renegade is its customizability.

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Subject: Question About RenGuard.....

Posted by [KIRBY098](#) on Thu, 04 Sep 2003 19:54:57 GMT

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I do understand what you are saying, but if Renegade is destroyed by cheating, then you might as well look at all your mods in Multiplayer Practice.

It is better to take something good away from the whole, to save the whole from extinction.

Besides, there has also been a lot of talk about allowing customizations AND instituing rengaurd.

They aren't ogres.

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Subject: Question About RenGuard.....

Posted by [spreegem](#) on Thu, 04 Sep 2003 21:09:56 GMT

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I guess, getting sruff aproved is fine, but anything other than approved stuff whould be banned.

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Subject: Question About RenGuard.....

Posted by [Crimson](#) on Thu, 04 Sep 2003 22:34:56 GMT

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We're NOT trying to ruin the game. We already have a significantly large database of approved skins and files. I believe we are over the 1000 mark now.

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Subject: Question About RenGuard.....

Posted by [dufis791](#) on Thu, 04 Sep 2003 23:06:39 GMT

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wow, thats a huge number to have to look through, congrats! and good luck on ne more u get!

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