
Subject: Re: Custom skins for every player ingame (optional)

Posted by [Starbuzzz](#) on Tue, 29 Jul 2008 20:01:32 GMT

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This thought was always on my mind and I USED to always wish for a game where players can customize their clothing and all...but then it would be like roleplaying lol...and there are I think many games out where you can do that.

But yes, this is a good idea but the thing is though lol...it might backfire.

If I decide to snipe on canyon, then I just make a deadeye skin with the Canyon sand map texture lololololol...and put that all over the Deadeye! LMFAoooooooooooooooo....

I will be pretty hard to spot lol if I am standing near the tiberium or the nooks near Nod base...and I do the same texture for my rifle too lol..
