Subject: Re: Custom skins for every player ingame (optional)
Posted by _SSnipe_ on Thu, 31 Jul 2008 21:10:46 GMT
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Nero wrote on Thu, 31 July 2008 13:53How about a system which makes the server override the players skins. For example: Someone is using advantage stealth skins. The server owner puts in the default stealth skin and the players advantage skin will be overridden.
thats good idea....