Subject: Re: Custom skins for every player ingame (optional)
Posted by Veyrdite on Tue, 23 Dec 2008 06:13:22 GMT

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Saberhawk wrote on Sun, 21 December 2008 21:54Dthdealer wrote on Fri, 19 December 2008 03:12How about when the player joins the server he will appear using the skin on the server to other clients running TT, unless the Md5 hash TT sends the server is not one whitelisted by the server.How about no?
Any particular reason? It would be optional as are most of TT's server features.