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Subject: Re: Why dont custom models work on multiplayer

Posted by [Cpo64](#) on Sun, 05 Aug 2007 23:34:13 GMT

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that could be considered cheating... your round will be coming out of a different place then everyone else (assuming you moved the bones)

While your .5 m difference wouldn't have effect, what if it was 10m? Or something stupid like that? Something that starts off as an innocent mod could very easily be twisted into something EVIL!!!!

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