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

Posted by [saberhawk](#) on Wed, 30 Jul 2008 10:29:02 GMT

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Dthdealer wrote on Wed, 30 July 2008 05:16 Would it be possible to block skins by file-size (to the byte) until a moderator approves them?

Haven't you noticed that all replacement skins are the same exact filesize?

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