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

Posted by [ErroR](#) on Fri, 01 Aug 2008 15:15:48 GMT

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Nero wrote on Thu, 31 July 2008 23:53How 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.

Maybe just a mod sees he uses a adv skin or a ss from a player and bam! banned... would be easy to see who uses em

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