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

Posted by [RTsa](#) on Mon, 24 Nov 2008 12:45:45 GMT

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Goztow wrote on Mon, 24 November 2008 09:47BlueThen wrote on Mon, 24 November 2008 04:39I think skins should be server-sided. Where the server chooses the skins for all to see, rather than the players.

As you'll be able to send your own maps to the players, you can send them default skins. Which is w00t! No more advantage skins!

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