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

Posted by [Goztow](#) on Mon, 24 Nov 2008 12:58:10 GMT

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Not quite. You'll send them default skins which can still be overwritten by the skins in your directory, as long as they're the same name. However, I think I read that there will be an option for the server to decide if custom skins can be used (even per character or per group of character).

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