
Subject: Re: Model/Skin Blocking Suggestion
Posted by [Genesis2001](#) on Mon, 27 Apr 2009 14:51:12 GMT
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SSnipe wrote on Mon, 27 April 2009 00:57 This is just a suggestion, please no flaming or shit talk.

If its not to hard maybe a good idea besides making it so server owners could block all skins and models from working, maybe have a choice of which ones.

like in settings you can block only building models and character models and sbh skins but everything else well be allowed, kinda like a checklist of different types?

if its not to hard, if it is fuck it then.

as Saberhawk mentioned in this post, and as Ghostshaw mentioned in another post I just read *yesterday*...

They mentioned something about a hashing system, probably something along the lines of an MD5 has of some sorts. This way, server owners can allow or disallow specific models, skins, etc.

/me has a suspect most servers will disallow spongebob c4

Just my opinion on that last one ^^
