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Subject: Re: Skins question

Posted by [StealthEye](#) on Sat, 27 Jun 2009 08:21:38 GMT

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The idea is that the server can provide these packages and make them required for the clients. The client can possibly have overrides that are allowed by the server (but this is in development, I can't give details because changes may be made here).

Both situations seem perfectly possible with the current design for the resource manager though.

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