
Subject: skins and mods?

Posted by [Adavanze](#) on Thu, 18 Sep 2003 21:00:10 GMT

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The problem is that you cannot define a weapon model from a player model, there is no exterior info placed to do this. So basically for it to work all of the replacement models wont work. But it is for the best,

But as you said, you can make a long list of things which wont allow cheating, but head models will have to be taken away, and you cant edit s_a_human or a character model or it wont work in game so that is ok.
