Subject: Custom skins for every player ingame (optional)
Posted by ErroR on Tue, 29 Jul 2008 16:32:24 GMT
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Anyways i saw a change skin menu in multiplayer menu at my friend but nvm that i would like that every player to be able to customize his player (aply his skins in any server) so everyone could see it xD i mean u have a hottie skin all see u with that skin ingame but them with their one (this would be cool and easyer to find who has adv skins cuz all can see waht skins u have)

Subject: Re: Custom skins for every player ingame (optional)
Posted by GEORGE ZIMMER on Tue, 29 Jul 2008 17:01:35 GMT
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People would abuse this like hell. For example, making their SBH's damn near impossible to see, etc. Also, people would make nude skins and etc...

I like the concept alot, but it just wouldn't be worth it.

Subject: Re: Custom skins for every player ingame (optional)
Posted by ErroR on Tue, 29 Jul 2008 17:55:08 GMT
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Cabal8616 wrote on Tue, 29 July 2008 20:01People would abuse this like hell. For example, making their SBH's damn near impossible to see, etc. Also, people would make nude skins and etc...

I like the concept alot, but it just wouldn't be worth it.
I guess ur right but it would be neat to show off

Subject: Re: Custom skins for every player ingame (optional)
Posted by Nightma12 on Tue, 29 Jul 2008 19:55:05 GMT
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lol nude skins would be hilarious xD

If this is regulated.. i think it would turn out quite nice lol

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Subject: Re: Custom skins for every player ingame (optional)
Posted by Starbuzzz on Tue, 29 Jul 2008 20:01:32 GMT
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This thought was always on my mind and I USED to always wish for a game where players can

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customize their clothing and all...but then it would be like roleplaying lol...and there are I think many games out where you can do that.

But yes, this is a good idea but the thing is though lol...it might backfire.

If I decide to snipe on canyon, then I just make a deadeye skin with the Canyon sand map texture lololololol...and put that all over the Deadeye! LMFAoooooooooooooo....

I will be pretty hard to spot lol if I am standing near the tiberium or the nooks near Nod base...and I do the same texture for my rifle too lol..

Subject: Re: Custom skins for every player ingame (optional)
Posted by Canadacdn on Tue, 29 Jul 2008 20:33:46 GMT
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Soon enough we'd see Havocs that are wearing a vest made out of photos of people's balls.

Subject: Re: Custom skins for every player ingame (optional)
Posted by Starbuzzz on Tue, 29 Jul 2008 20:52:11 GMT
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Canadacdn wrote on Tue, 29 July 2008 16:33Soon enough we'd see Havocs that are wearing a vest made out of photos of people's balls.

muhahahaha...and Deadeye with a buttcrack beret lmfooooooooooooooo....this is a great idea!

Subject: Re: Custom skins for every player ingame (optional)
Posted by Goztow on Tue, 29 Jul 2008 21:46:12 GMT
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Plecos skins?

Subject: Re: Custom skins for every player ingame (optional)
Posted by saberhawk on Tue, 29 Jul 2008 22:37:01 GMT
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pawkyfox wrote on Tue, 29 July 2008 15:52Canadacdn wrote on Tue, 29 July 2008 16:33Soon enough we'd see Havocs that are wearing a vest made out of photos of people's balls.

muhahahaha...and Deadeye with a buttcrack beret lmfooooooooooooooo....this is a great idea!

Aaaand that is why we probably won't make it happen

Subject: Re: Custom skins for every player ingame (optional)
Posted by Veyrdite on Wed, 30 Jul 2008 10:16:07 GMT
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Would it be possible to block skins by file-size (to the byte) until a moderator approves them?

Subject: Re: Custom skins for every player ingame (optional)
Posted by saberhawk on Wed, 30 Jul 2008 10:29:02 GMT
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Dthdealer wrote on Wed, 30 July 2008 05:16Would it be possible to block skins by file-size (to the byte) until a moderator approves them?

Haven't you noticed that all replacement skins are the same exact filesize?

Subject: Re: Custom skins for every player ingame (optional)
Posted by StealthEye on Wed, 30 Jul 2008 11:02:26 GMT
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Way too much work, definitely not something that should be in the upcoming patch.

Subject: Re: Custom skins for every player ingame (optional)
Posted by Ryu on Wed, 30 Jul 2008 11:04:29 GMT
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StealthEye wrote on Wed, 30 July 2008 12:02Way too much work, definitely not something that should be in the upcoming patch.

Plus I don't want crappy skins replacing my own custom ones aye.

Subject: Re: Custom skins for every player ingame (optional)
Posted by Spyder on Thu, 31 Jul 2008 20:53:18 GMT
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How about a system which makes the server override the players skins. For example: Someone is using advantage stealth skins. The server owner puts in the default stealth skin and the players advantage skin will be overridden.

Subject: Re: Custom skins for every player ingame (optional)
Posted by _SSnipe_ on Thu, 31 Jul 2008 21:10:46 GMT
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Nero wrote on Thu, 31 July 2008 13:53How about a system which makes the server override the players skins. For example: Someone is using advantage stealth skins. The server owner puts in the default stealth skin and the players advantage skin will be overridden.
thats good idea....

Subject: Re: Custom skins for every player ingame (optional)
Posted by Nightma12 on Thu, 31 Jul 2008 21:32:36 GMT
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Canadacdn wrote on Tue, 29 July 2008 15:33Soon enough we'd see Havocs that are wearing a vest made out of photos of people's balls.

Just look at CS + Sprays.. lol

all sorts of sick shit on them =]

Subject: Re: Custom skins for every player ingame (optional)
Posted by Goztow on Fri, 01 Aug 2008 07:44:43 GMT
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SSnipe wrote on Thu, 31 July 2008 23:10Nero wrote on Thu, 31 July 2008 13:53How about a system which makes the server override the players skins. For example: Someone is using advantage stealth skins. The server owner puts in the default stealth skin and the players advantage skin will be overridden.
thats good idea....
That's already planned and included, check the sticky.

Subject: Re: Custom skins for every player ingame (optional)
Posted by ErroR on Fri, 01 Aug 2008 15:15:48 GMT
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Nero wrote on Thu, 31 July 2008 23:53How about a system which makes the server override the players skins. For example: Someone is using advantage stealth skins. The server owner puts in the default stealth skin and the players advantage skin will be overridden.
Maybe just a mod sees he uses a adv skin or a ss from a player and bam! banned... would be easy to see who uses em

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

Posted by Crash on Sun, 23 Nov 2008 04:05:46 GMT
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Or make it so that players can toggle the ability to see the other skins or normal/own custom skins?

Subject: Re: Custom skins for every player ingame (optional)
Posted by Canadacdn on Sun, 23 Nov 2008 05:12:17 GMT
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Goztow wrote on Tue, 29 July 2008 15:46Plecos skins?

PLECOS?!

Subject: Re: Custom skins for every player ingame (optional)
Posted by IronWarrior on Sun, 23 Nov 2008 12:44:29 GMT
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Canadacdn wrote on Sat, 22 November 2008 23:12Goztow wrote on Tue, 29 July 2008 15:46Plecos skins?

PLECOS?!

Subject: Re: Custom skins for every player ingame (optional)
Posted by ErroR on Sun, 23 Nov 2008 16:42:44 GMT
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owld towpic. btw i saw a option in Multiplay Options > Skin selection u can use skins from pks there and i noticed not all have the option.

Subject: Re: Custom skins for every player ingame (optional)
Posted by R315r4z0r on Mon, 24 Nov 2008 03:29:38 GMT
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OMG I can see it now:

"Ok, so my Light tank just was dropped from the C-130 and I was about to jump in it when I glanced over at the Hand of Nod just in time to see some naked chick with a beret run inside of it..."

Subject: Re: Custom skins for every player ingame (optional)
Posted by BlueThen on Mon, 24 Nov 2008 03:39:58 GMT

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I think skins should be server-sided. Where the server chooses the skins for all to see, rather than the players.

Subject: Re: Custom skins for every player ingame (optional)
Posted by Goztow on Mon, 24 Nov 2008 07:47:42 GMT

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BlueThen 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.

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!

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).

Subject: Re: Custom skins for every player ingame (optional)
Posted by Veyrdite on Fri, 19 Dec 2008 09:12:55 GMT

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How about when the player joins the server he will appear using the skin on the server to other clients running TT, unless the Md5 hash TT sends the server is not one whitelisted by the server.

Subject: Re: Custom skins for every player ingame (optional)
Posted by KobraOps on Sat, 20 Dec 2008 15:45:03 GMT
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srry but these are just ridiculous suggestions that would only slow   down the release date and from the looks of it slow down renegade.   they r highly unneeded when it comes down to it skills>skins.

Subject: Re: Custom skins for every player ingame (optional)
Posted by ArtyWh0re on Sat, 20 Dec 2008 16:56:21 GMT
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KobraOps wrote on Sat, 20 December 2008 09:45srry but these are just ridiculous suggestions that would only slow   down the release date and from the looks of it slow down renegade.   they r highly unneeded when it comes down to it skills>skins.
I only agree with the release part and slowing Renegade down. having these skin features would be quite awsome but its not a priority at the moment. Maybe in future patches?

Subject: Re: Custom skins for every player ingame (optional)
Posted by saberhawk on Sun, 21 Dec 2008 10:54:49 GMT
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Dthdealer wrote on Fri, 19 December 2008 03:12How about when the player joins the server he will appear using the skin on the server to other clients running TT, unless the Md5 hash TT sends the server is not one whitelisted by the server.

How about no?

Subject: Re: Custom skins for every player ingame (optional)
Posted by Veyrdite on Tue, 23 Dec 2008 06:13:22 GMT
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Saberhawk wrote on Sun, 21 December 2008 21:54Dthdealer wrote on Fri, 19 December 2008 03:12How about when the player joins the server he will appear using the skin on the server to other clients running TT, unless the Md5 hash TT sends the server is not one whitelisted by the server.How about no?
Any particular reason? It would be optional as are most of TT's server features.

Subject: Re: Custom skins for every player ingame (optional)
Posted by saberhawk on Tue, 23 Dec 2008 09:15:45 GMT

Dthdealer wrote on Tue, 23 December 2008 00:13Saberhawk wrote on Sun, 21 December 2008 21:54Dthdealer wrote on Fri, 19 December 2008 03:12How about when the player joins the server he will appear using the skin on the server to other clients running TT, unless the Md5 hash TT sends the server is not one whitelisted by the server.How about no?
Any particular reason? It would be optional as are most of TT's server features.

Many.

Subject: Re: Custom skins for every player ingame (optional)
Posted by cAmpa on Tue, 23 Dec 2008 14:26:44 GMT

And you don't have the time to list the reasons, because you are busy with doing the last shit to release the first 4.0 beta!

Great news.

Subject: Re: Custom skins for every player ingame (optional)
Posted by dr3w2 on Tue, 23 Dec 2008 20:24:42 GMT

http://www.n00bstories.com/image.fetch.php?id=1401278706

We did it for the lols?

Subject: Re: Custom skins for every player ingame (optional)
Posted by Dover on Tue, 23 Dec 2008 22:34:40 GMT

Goztow wrote on Tue, 29 July 2008 14:46Plecos skins?