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.