Subject: Re: will this disallow skins?
Posted by StealthEye on Wed, 25 Jun 2008 11:55:09 GMT
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We're still discussing the exact method internally, we are hoping to get a flexible solution to disallow certain textures only. The tricky bit is not figuring out what it should support, it's just how it is supposed to be implemented so that cheaters can not bypass it too easily while keeping as much flexibility as possible.