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Subject: Re: Skins question

Posted by [IAmFenix](#) on Fri, 02 Oct 2009 20:53:07 GMT

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StealthEye wrote on Sat, 27 June 2009 03:21 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. When this happens, I'm going to quit renegade, and never look back.

Yes, for real this time, I will quit renegade, because skinning was the only reason I came back, and if one of MY skins was disallowed simply because of this, I would /ragequit, and listen to my friends saying "Yeah, that Renegayd game was a peice of shit."

And I could only agree if they say "is".

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