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Subject: Re: Skins question

Posted by [EvilWhiteDragon](#) on Sun, 11 Oct 2009 01:39:10 GMT

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Jerad Gray wrote on Fri, 09 October 2009 19:33Spoony wrote on Mon, 05 October 2009

10:29please, please make it so that a server can disallow custom sounds... loud beacons and stank engines are so much more of an advantage than bright c4.

I hope your kidding, most people play music while they play ren. I'd pick up on the bright yellow C4 a lot quicker than some little beep sound. Or a bright yellow beacon.

Remember, you guys are implementing wide-screen, which makes the game look better for some, but is viewed as a cheat from other's view points, at the same time you threaten to remove skins, which make the game look better for some, but others consider it a cheat.

Toggle SpoilerPeople like skins, and people like good graphics, I do believe ren now has some competition that is developing game-play that's a lot like ren, only thing it really doesn't have is the ability to skin, once that is gone, why not play the version that looks better?

Some people also believe that game-play > graphics, but thats an opinion really, just think about it, wouldn't their be a lot more people still playing ren if graphics really didn't matter?

Widescreen doesnt change much. You just get the pixels ordered differently. You'll lose some view down and at the top, and get some left and right.

Also, if you would read, then you would've noticed that we are giving serverowners the option to allow, disallow or whitelist skins.

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