Subject: RenGuard Does, Indeed, Work
Posted by mac on Wed, 31 Mar 2004 15:44:02 GMT

View Forum Message <> Reply to Message

We dropped that idea early in development. Skins are not being checked at alll, because it is nearly impossible to collect all legit skins that people use. Plus, it restricts modding when every skin file has to be approved.

Skins can be disabled globally via a server side setting, however.