

## ET: Legacy Development - Feature #267

### map specific player skins

27.03.2013 08:01 - IR4T4

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Mod generic	
<b>Target version:</b> ALL	
<b>OS:</b>	<b>Arch:</b>
<b>Description</b> As the title says.  'snow' camouflage battle dress on fueldump, 'desert' for oasis ...	
<b>Related issues:</b> Related to ET: Legacy Development - Task # 218: Replace assets with our own <b>New</b> <b>29.12.2013</b>	

### History

#### #1 - 08.08.2015 20:44 - IR4T4

- Target version changed from 2.75 to ALL

#### #2 - 08.10.2017 15:58 - keMoN

- Related to Task #218: Replace assets with our own added

#### #3 - 06.01.2019 19:18 - keMoN

- Subject changed from Add more skins and find an option for admins to set them per map to map specific player skins