

ChangelogExtendedPlayerTexture

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Changelog over changes done to the original Minecraft files

Changes:

```
*      EntityPlayer.java:
      public abstract class EntityPlayer extends EntityLiving
      {
Line 140:      //Update the Cloak URL location
      public void updateCloak()
      {
      //Setting of playerCloakUrl moved to EntityOtherPlayerMP's
constructor, needed in order to be able to change the URL in mod_ExtendedPlayerModel
      cloakUrl = playerCloakUrl;
      }

      //The local cloak location
New line:      public String cloak;
      //Use deadmau5 special render
      public boolean deadmau5;
      }

*      EntityOtherPlayerMP.java:
Line 12      public EntityOtherPlayerMP(World world, String s)
      {
      [unchanged code]
Line 22      if(s != null && s.length() > 0)
      {
      [unchanged code]
      //Choose if you want to use default values for server
New line:      if (mod_ExtendedPlayerTexture.Default)
      {
      //Moved from EntityPlayer.updateCloak()
      playerCloakUrl = (new
StringBuilder()).append("http://s3.amazonaws.com/MinecraftCloaks/").append(s).append(".
ng").toString();
      }
      else
      {
      //Choose if you want to get cloaks from url
      if (mod_ExtendedPlayerTexture.UseURL)
      //Sets the url folder where the cloak is downloaded from
      playerCloakUrl = (new
StringBuilder()).append(mod_ExtendedPlayerTexture.CloakServerURLLocation).append(s).app
end(".png").toString();
      else
      {
      //Deactivates cloak from url
      playerCloakUrl = null;
      //Sets the local folder where the cloak is located
      cloak = (new
StringBuilder()).append(mod_ExtendedPlayerTexture.CloakServerURLLocation).append(s).appe
nd(".png").toString());
      }
      }
      if (username == "deadmau5")
      deadmau5 = true;
      }
      [unchanged code]
      }

*      RenderPlayer.java:
      public class RenderPlayer extends RenderLiving
      {
```

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```
protected void renderSpecials(EntityPlayer entityplayer, float f)
{
    [unchanged code]
    //Changed so that mod_ExtendedPlayerModel may decide if this
    Special Render should be used. Also made it possible to render it offline
Line 142:      if(entityplayer.deadmau5 &&
loadDownloadableImageTexture(entityplayer.skinUrl, entityplayer.texture))
    {
        [unchanged code]
    }
    //Added the possibility to use cloaks offline
Line 162:      if(loadDownloadableImageTexture(entityplayer.playerCloakUrl,
entityplayer.cloak))
    {
        [unchanged code]
    }
    [unchanged code]
}
}
```