

```

package MoareAI.Class;

import java.io.File;

public class ConfigExtendedPlayerTexture
{
    public void CongigCloak()
    {

    }

    public static void Configure(File cfgfile)
    {
        try
        {
            cfgfile.getParentFile().mkdirs();
            if(cfgfile.exists() || cfgfile.createNewFile())
            {
                Properties properties = new Properties();
                if(cfgfile.canRead())
                {
                    FileInputStream fileinputstream = new FileInputStream(cfgfile);
                    properties.load(fileinputstream);
                    mod_ExtendedPlayerTexture.Default =
Boolean.parseBoolean(properties.getProperty("Default", "true"));
                    mod_ExtendedPlayerTexture.UseURL =
Boolean.parseBoolean(properties.getProperty("UseURL", "true"));
                    mod_ExtendedPlayerTexture.Usedeadmau5 =
Boolean.parseBoolean(properties.getProperty("Usedeadmau5Render", "false"));
                    mod_ExtendedPlayerTexture.SkinLocalLocation =
properties.getProperty("LocalSkin", "/mob/Exampledeadmau5.png");
                    mod_ExtendedPlayerTexture.CloakLocalLocation =
properties.getProperty("LocalCloak", "/cloaks/ExampleCloak.png");
                    mod_ExtendedPlayerTexture.SkinURLLocation =
properties.getProperty("OnlineSkin", "");
                    mod_ExtendedPlayerTexture.CloakURLLocation =
properties.getProperty("OnlineCloak", "");
                    mod_ExtendedPlayerTexture.CloakServerURLLocation =
properties.getProperty("ServerOnlineCloak", "");
                    mod_ExtendedPlayerTexture.CloakServerLocalLocation =
properties.getProperty("ServerLocalCloak", "/cloaks/");
                    fileinputstream.close();
                }
                if(cfgfile.canWrite())
                {
                    FileOutputStream fileoutputstream = new FileOutputStream(cfgfile);
                    properties.setProperty("Default",
Boolean.toString(mod_ExtendedPlayerTexture.Default));
                    properties.setProperty("UseURL",
Boolean.toString(mod_ExtendedPlayerTexture.UseURL));
                    properties.setProperty("Usedeadmau5Render",
Boolean.toString(mod_ExtendedPlayerTexture.Usedeadmau5));
                    properties.setProperty("LocalSkin",
mod_ExtendedPlayerTexture.SkinLocalLocation);
                    properties.setProperty("LocalCloak",
mod_ExtendedPlayerTexture.CloakLocalLocation);
                    properties.setProperty("OnlineSkin",
mod_ExtendedPlayerTexture.SkinURLLocation);
                    properties.setProperty("OnlineCloak",
mod_ExtendedPlayerTexture.CloakURLLocation);
                    properties.setProperty("ServerOnlineCloak",
mod_ExtendedPlayerTexture.CloakServerURLLocation);
                    properties.setProperty("ServerLocalCloak",
mod_ExtendedPlayerTexture.CloakServerLocalLocation);
                }
            }
        }
    }
}

```

```

        ConfigExtendedPlayerTexture.java

        properties.store(fileoutputstream, "MoareAI's Extended skin and
cloak localizer");
        fileoutputstream.close();
    }
}
}
catch(Throwable throwable) { }
}
}

```