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package net.minecraft.src;

import java.io.File;

//Created by MoareAI

public class mod_ExtendedPlayerTexture extends BaseMod
{
    public mod_ExtendedPlayerTexture()
    {
        ModLoader.SetInGameHook(this, !Deactivate, true);
    }

    public String Version()
    {
        return "v1.0.0";
    }

    public static String Cloak;
    private static final File cfgfile;
    public static boolean deadmau5;
    public static boolean Usedeadmau5;
    public static boolean Deactivate;
    public static boolean Default;
    public static boolean UseURL;
    public static String SkinLocalLocation;
    public static String SkinURLLocation;
    public static String CloakLocalLocation;
    public static String CloakURLLocation;
    public static String CloakServerLocalLocation;
    public static String CloakServerURLLocation;

    static
    {
        cfgfile = new File(Minecraft.getMinecraftDir(), "/config/MoareAI's Extended
Player Texture.cfg");
        ConfigExtendedPlayerTexture.Configure(cfgfile);
    }

    public boolean OnTickInGame(Minecraft minecraft)
    {
        //Render the Special Render for deadmau5
        Renderdeadmau5(minecraft, Default, Usedeadmau5);
        //Change cloak
        ChangeCloak(minecraft, UseURL, Default, CloakLocalLocation, CloakURLLocation);
        //Change skin
        ChangeSkin(minecraft, UseURL, Default, SkinLocalLocation, SkinURLLocation);
        return true;
    }

    public static void ChangeCloak(Minecraft minecraft, boolean URL, boolean MCDefault,
String CloakLocal, String CloakURL)
    {
        //Choose if the cloak is downloaded from a URL or if it is located locally
        if (URL)
        {
            //Choose if the clock is downloaded from the default URL or if the cloak is
downloaded from a costume URL
            if (MCDefault)
            {
                //Default (online) cloak location
                minecraft.thePlayer.playerCloakUrl = (new
StringBuilder()).append("http://s3.amazonaws.com/MinecraftCloaks/").append(minecraft.th

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ePlayer.username).append(".png").toString();
    }
    else
    {
        //Set new cloak location
        minecraft.thePlayer.playerCloakUrl = CloakURL;
    }
    //Download cloak from URL Location
    minecraft.renderGlobal.obtainEntitySkin(minecraft.thePlayer);
}
else
{
    //Deactivate URL cloak, otherwise it will override the local cloak
    minecraft.thePlayer.playerCloakUrl = null;
    //Choose if the default cloak (none) is used or if the cloak is located
locally
    if (MCDefault)
    {
        //There is no default cloak so cloaks are deactivated
        minecraft.thePlayer.cloak = null;
    }
    else
    {
        //Set local cloak location
        minecraft.thePlayer.cloak = CloakLocal;
    }
}
}

public static void ChangeSkin(Minecraft minecraft, boolean URL, boolean MCDefault,
String SkinLocal, String SkinURL)
{
    //Choose if the skin is downloaded from a URL or if it is located locally
    if (URL)
    {
        //Choose if the skin is downloaded from the default URL or if the skin is
downloaded from a costume URL
        if (MCDefault)
        {
            //Default (online) skin location
            minecraft.thePlayer.skinUrl = (new
StringBuilder()).append("http://s3.amazonaws.com/MinecraftSkins/").append(minecraft.the
Player.username).append(".png").toString();
        }
        else
        {
            //Set new skin location
            minecraft.thePlayer.skinUrl =
mod_ExtendedPlayerTexture.SkinURLLocation;
        }
        //Download skin from URL Location
        minecraft.renderGlobal.obtainEntitySkin(minecraft.thePlayer);
    }
    else
    {
        //Deactivate URL skin, otherwise it will override the local skin
        minecraft.thePlayer.skinUrl = null;
        //Choose if the default skin is used or if the skin is located locally
        if (MCDefault)
        {
            //Default (offline) skin location
            minecraft.thePlayer.texture = "/mob/char.png";
        }
        else
    }
}

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mod_ExtendedPlayerTexture.java

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{
    //Set local skin location
    minecraft.thePlayer.texture =
mod_ExtendedPlayerTexture.SkinLocalLocation;
}
}

public static void Renderdeadmau5(Minecraft minecraft, boolean MCDefault, boolean
Activate)
{
    //Choose if only "deadmau5" may use the render or if anyone can use the
specialrender
    if (MCDefault)
    {
        //Only the player with the username "deadmau5" may use the specialrender
        if (minecraft.thePlayer.username == "deadmau5")
            minecraft.thePlayer.deadmau5 = true;
        else
            minecraft.thePlayer.deadmau5 = false;
    }
    else
    {
        //Anyone can use the special render if it is activated
        minecraft.thePlayer.deadmau5 = Activate;
    }
}
}
```