

Extended Player Texture [v1.0.1]

by MoareAI

Introduction

This mod changes the way the player texture is loaded, both the skin and the cloak, as well as giving the player the choice to render as the deadmau5 Special render. By default it will behave as the mod is not loaded, but this is changed in the configure file. Configurations include using mincrafts default settings, using URL, and get texture locally from your computer (some limitations). It also offers limited server compatibility. Changes some Minecraft files.

Requirements

- Minecraft Beta 1.7.3
- [Risugami's ModLoader Beta 1.7.3](#)

Installation

1. Install [Risugami's ModLoader](#)
2. Install this mod in the same manner as step 1
3. Start up Minecraft (the configuration file is now created)
4. *(Optional)* Quit Minecraft and do your changes to
“%appdata%/.minecraft/config/MoareAI's Extended Player
Texture.cfg”
5. *(Optional)* Restart Minecraft

Minecraft files changed

xz.class	-	EntityOtherPlayerMP.java
gs.class	-	EntityPlayer.java
ds.class	-	RenderPlayer.java

How this mod works

This mod replaces Skin, Cloak and opens up for a special render.

Normal render: Skin

URL: Set *UseURL* to *true* and *Default* to *false*.

You are now given the choice to replace the default skinurl.

Local: Set *UseURL* to *false*.

If *Default* = *true*, you are now using the /mob/char.png texture

If *Default* = *false*, you may now choose the skin location within
/bin/minecraft.jar or while using a texture pack

The image: If you don't know how to create a skin see [here](#)

Special render: Cloak

- URL: Set *UseURL* to *true* and *Default* to *false*.
You are now given the choice to replace the default cloakurl (not many have one in the first place).
- Local: Set *UseURL* to *false* and *Default* to *false*.
You may now choose the cloak location within /bin/minecraft.jar or while using a texture pack
- The image: An example cloak is included, where every side of the cloak is give its own colour. It also include a colour chart, which say which colour is which
side. Keep in mind that a **local** Cloak requires the total image ration to be 64:32, while an **URL** Clock only require the actual cloak.

Special render: deadmau5

- If Default = true, only the player deadmau5 may use this render
Set Default to false and Usedeadau5Render to true to make the player use this render.
- The image: The necessary image for this render to work is almost the same as the default skin set-up, but with one difference, the ears. An example skin is include to show how to create the ears, where each side have it's own colour

Server compatibility

This mod offers a limited server compatibility, which only applies to the client side, which means that all users have to use this mod for this to work.

The compatibility only applies to cloaks, not skins (which is already included in Minecraft) and the deadau5 render.

In order to use this compatibility you have to create a folder which you sets the configure path to. In this folder you add **all cloaks** and give them the **name of the player** who use them, keep in mind that the file extension must be “.png”. This folder may be an URL as well as a local folder. UseURL decides if it will try to download from an URL or if the folder is local.

Players who does not use this mod will not see any cloaks, while you see your own cloak (and skin) as you would in singleplayer.

Configuration file

Path: “%appdata%/.minecraft/config/MoareAI's Extended Player Texture.cfg”

Parameter	Default value	Description
Misc parameters		
Default	TRUE	Use default Minecraft settings
UseURL	TRUE	Use URL location instead of local location
Usedeadmau5Render	FALSE	Use deadmau5 render if you are not deadmau5. Keep in mind that your skin need to be designed for the purpose.
URL		
OnlineSkin		URL location of the skin texture
OnlineCloak		URL location of the cloak texture
ServerOnlineCloak		URL location of the server cloak texture folder
Local %appdata%/bin/minecraft.jar or texture pack		
LocalSkin	/mob/Exampledeadmau5.png	Local location of the skin texture
LocalCloak	/cloaks/ExampleCloak.png	Local location of the cloak texture
ServerLocalCloak	/cloaks/	Local location of the server cloak texture folder

Credits

[Risugami](#)

- For his ModLoader and configuration system

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History

- v1.0.1 - Updated for Minecraft Beta 1.7.3
- v1.0.0 - Published the mod