
Subject: Re: How About Fixing These I Think.
Posted by [TruYuri](#) on Fri, 01 Aug 2008 06:19:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Thu, 31 July 2008 19:35 How About Fixing These Things In Renegade I Think.
I Remember Most If Not All Of These Things Working Before When It Came Out I Think.

<http://img301.imageshack.us/my.php?image=picture1uc9.png>

<http://img530.imageshack.us/my.php?image=picture2pn2.png>

<http://img177.imageshack.us/my.php?image=picture3mm6.png>

<http://img177.imageshack.us/my.php?image=picture4xg1.png>

How About These Things To..

1. Prevent The Bullet Holes From Healing Each Other.
2. Make An Option When A Player Die His Or Her Body Remains In That Place All Bloody Like In The Game Doom 95 I Think.

First of all, you've been bitched at and banned at APathBeyond AND Reborn forums for the way you type, and you still do it.

I don't know if anything can be done about what you point out in the pictures (Which You Still Type Like This In), but:

1. What are you talking about? The Decal limit? It's set at 30 in Renegade as far as I know, and can be set anywhere from -127 to 127. You can't go beyond that, unless TT has a plan that hasn't been spoken of.
 2. I doubt this is even going to be considered. On top of that, I don't even know if it's possible.
-