Subject: Re: fading bullets
Posted by Omar007 on Sun, 25 Apr 2010 11:16:51 GMT

snpr1101 wrote on Sun, 25 April 2010 04:51Saberhawk wrote on Sat, 24 April 2010 17:27snpr1101 wrote on Sat, 24 April 2010 03:56Goztow wrote on Sat, 24 April 2010 02:53Or you could make them explode if they hit max range!

Massive FPS drops inc!

Over a few polygons? Nah.

x25+ Infantry

+several bullets per second on auto-rifles, chainguns etc