
Subject: Re: Falling damage

Posted by [ErroR](#) on Mon, 02 Mar 2009 17:38:33 GMT

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EvilWhiteDragon wrote on Mon, 02 March 2009 18:11
Canadacdn wrote on Fri, 27 February 2009 00:53
What I'd love to see done is the ability to have seperate walk speeds for every character. As it is right now, walk speed for every soldier in your mod/map is controlled by changing the 'general' settings in LevelEdit, and the soldier's walk speed is only determined by slowing down their running speed with whatever number you use in 'general'. That's retarded.

Some mutant does have a different walking speed. Not sure which but...
the initiate
